

PIGOTT'S NEW HOYLE;

OR, THE GENERAL REPOSITORY OF GAMES:

CONTAINING
Rules and Instructions for playing

WHIST,	FARO,	CRIBBAGE,
PIQUET,	HAZARD,	CASSINO,
QUINZE,	ROUGE ET NOIR,	CONNEXIONS,
GOFF,	LANSQUENET,	ALL FOUR,
DRAUGHTS,	BACKGAMMON,	PUT,
CRICKET,	CHESS,	MATRIMONY,
QUADRILLE,	TENNIS,	&c. &c.

With Tables of Odds, Calculations for betting advantageously, and their Laws as established at *Brookes's, White's, D'Aubigny's, Savoir Vivre, Miles's, Payne's, Phillips's, the Fockey Club,* and every other fashionable Subscription House.

From the Manuscript of the late

CHARLES PIGOTT, Esq.

The Fourth Edition, Corrected and Enlarged.

To which is added, an Epitome of the Statute Laws on Gaming, with the different Cases of contested Betts, Bonds, and other Securities, which have been legally argued and determined.

LONDON:

Printed for JAMES RIDGWAY, York-Street, St. James's Square.

* * * The Public are respectfully cautioned to be particular in asking for PIGOTT'S NEW HOYLE, as an insidious attempt has been made to introduce a mutilated edition of this work into circulation.



* * * *The exporter of this work will be entitled to a DRAWBACK, as the paper on which it is printed is marked according to Act of Parliament.*

P R E F A C E.

THE general esteem in which Mr. Hoyle's Games have long been held, may, perhaps, influence many to consider the present volume as unnecessary; the Editor, therefore, thinks it his duty to point out the superior advantages of this publication.

Though Mr. Hoyle's treatises are invariably resorted to for information, it will be readily admitted they are too prolix, and oftener perplex than inform; the frequent repetitions also with which they abound, render their perusal tiresome; neither are his calculations always correct.

In this production, these defects are removed, every valuable particular from Mr. Hoyle is here concentrated, to which are
added,

added, Rules and Instructions for playing the games of Faro, Cribbage, Rouge et Noir, and Matrimony. The whole forming the completest collection of games ever published, and in price cheaper than Mr. Hoyle's Games.

It is necessary to add, that the alterations and arrangements were made by the late Charles Pigott, Esq.

THE EDITOR.

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NEW HOYLE, &c.

THE GAME OF WHIST.

THE game of whist is played by four persons, with fifty-two cards; the partners are settled by cutting the cards, and the two highest play against the two lowest. The person cutting the lowest (which is an ace in cutting) is entitled to deal.

Each person has a right to shuffle the cards before the deal, and the elder hand ought to shuffle them last, excepting the dealer.

The deal is made by having the pack cut by the right-hand adversary, and the dealer is to distribute the cards, one at a time, to each of the players, beginning with the left-hand adversary, till he comes to the last card, which he turns up, being the trump, and leaves it on the table till the first trick is played.

No one, before his partner plays, may inform him that he has, or has not, won the trick; even the attempt to take up a trick, though won before the last partner has played, is deemed very improper. No intimations of any kind, during the play
B of

of the cards, between partners, are to be admitted. The mistake of one party is the game of the adversary: however, there is one exception to this rule, which is in case of a revoke; if a person happens not to follow suit, or trump a suit, the partner is indulged to make inquiry of him, whether he is sure he has none of that suit in his hand: this indulgence must have arisen from the severe penalties annexed to revoking, which affect the partners equally, and it is now universally admitted.

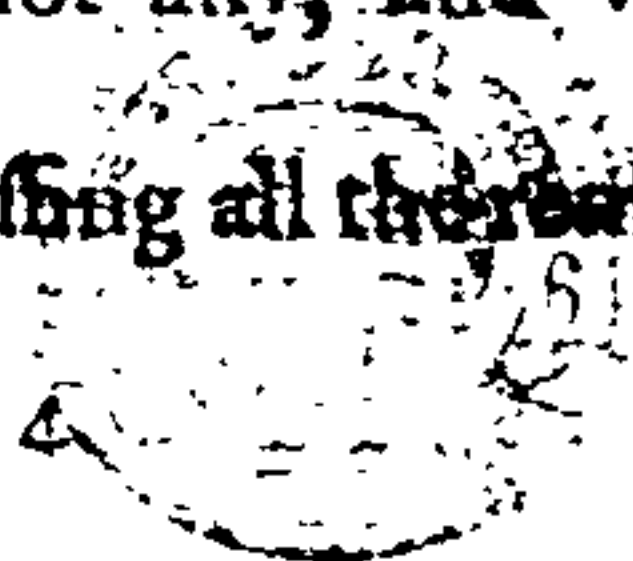
The person on the dealer's left-hand is called the elder hand, and plays first; and whoever wins the trick becomes elder hand, and plays again; and so on, till all the cards are played out. The tricks belonging to each party should be turned and collected by the respective partner of whoever wins the first trick in every hand. The ace, king, queen, and knave of trumps, are called honours; and when either of the parties has in his own hand, or between himself and his partner, three honours, they count two points towards the game; and in case they should have the four honours, they count four points.

Explanatory Table of the Terms used in playing.

Finessing, is endeavouring to gain an advantage, thus: if you have the best and third best card of the suit led, you put on the third best, risking your adversary's having the second best; and if he has not, which is two to one against him, you are certain of gaining a trick.

Forcing, is playing the suit of which your partner or adversary has not any, and which he must trump, to win.

Long trump, is possessing all the remaining trumps in one hand.



Loose card, is a card of no value, and consequently the most proper to throw away.

Points, these are gained by honours and tricks—and ten constitute the game.

Quart, is four successive cards in any suit. Ace, king, queen, and knave, constitute a *quart-major*.

Quint, is in principle, like a *quart*, but formed of five cards.

See-saw, is, when each partner trumps a suit, and they play those suits to each other, for that purpose.

Score, is the number of points set up.

Slam, is, when either party win every trick.

Ten-ace, is possessing the first and third best cards, and, being last player, the adversary must lose the last trick, whatever card the suit may be played, as thus: if the player who has ace and queen of any suit, and his adversary leads that suit, he must win two tricks, by having the best and third best of the suit played, and being last player.

Terce, is upon the principle of a *quart*, but consisting of only three cards.

Artificial Memory.

As the great art of playing this game well depends on recollecting the cards that have been played, and those remaining in hand, we shall here insert what Mr. HOYLE has called an *artificial memory*.

Let the player place the trumps to the left of all the other suits in his hand, his best or strongest suit next, his second best next, and his weakest last on the right-hand.

If, in the course of play, he finds he has the best
B 2
card

card remaining of any suit, he should place it to the right of them, as it must certainly win a trick, after all the trumps are played.

When he finds he is possessed of the second best card of any suit to remember, let him place it on the right-hand of that card he has already to remember as the best card remaining.

If he has the third best card of any suit, he should place a small card of that suit between the second best card and his third best.

In order to remember his partner's first lead, he should place a small card of the suit led, entirely to the left of the trumps, or trump, in case he has but one.

When he deals, let him put the trump turned up to the left of all his trumps; and as it is a kind of rule, he should keep this trump as long as he is able, it will be more out of the way, and easier for him to recollect.

How to discover a Revoke.

As a revoke is of material consequence in the game, a strict observance of the following rules will enable the player to discover when and in what suit an adversary revokes.

The player should separate four of his tricks from the remainder, remembering the first of those four tricks to stand for clubs, the second for diamonds, the third for hearts, and the last for spades. In case he suspects the revoke to have been made in spades, separate the fourth trick a small distance from the other three; if in hearts, separate the third and fourth from the first and second, and in like manner the rest. From these tricks, the player will receive assistance, as it were, alphabetically; supposing

supposing the first trick to stand for the letter *A*, so clubs beginning with *C*, they should be nearest to the first letter of the alphabet; diamonds beginning with *D* should stand next; hearts and spades then come in turn; by which means he may very easily recollect the suit in which he thinks the revoke has been made. And by removing these towards the adversary he suspects of having revoked, he will probably remember in which trick the revoke took place.

LAWs of the GAME of WHIST, as played at BROOKES'S, and every other Subscription Club.

Of Dealing,

IF a card is turned up in dealing, it is in the option of the adverse party to call a new deal; but if either of them have been the cause of turning up such card, in that case the dealer has his option.

If a card is faced in the deal, they must deal again, unless it is the last card.

Every person ought to see that he has 13 cards dealt; therefore, if any one should happen to have only 12, and does not find it out till several tricks are played, and that the rest of the players have their right number, the deal stands good; and also the person who plays with 12 cards, is to be punished for each revoke, in case he has made any; but if any of the rest of the players should happen to have 14 cards, in that case the deal is lost.

The dealer ought to leave in view upon the table his trump card, till it is his turn to play; and after he has mixed it with his other cards, nobody is

entitled to demand what card is turned up, but may ask what is trumps: this consequence attends such a law, that the dealer cannot name a wrong card, which otherwise he might have done.

None of the players ought to take up or look at their cards, while any person is dealing; and if the dealer should happen to miss deal, in that case he shall deal again, unless it arises from his partner's fault; and if a card is turned up in dealing, no new deal shall be called, unless the partner has been the cause of it.

A deals, and instead of turning up the trump, he puts the trump card upon the rest of his cards, with the face downwards; he is to lose his deal.

Of playing out of Turn.

If any person plays out of his turn, it is in the option of either of his adversaries to call the card played, at any time in that deal, provided it does not make him revoke; or if either of the adverse parties is to lead, he may desire his partner to name the suit he chuses to have him lead; and when a suit is then named, his partner must play it if he has it.

A and *B* are partners against *C* and *D*; *A* plays the ten of a suit, the adversary *C* plays the knave of the same suit, *B* plays a small card of the same suit; but before *D* plays, his partner *C* leads a thirteenth or some other card; the penalty shall be in the option of *A*, or *B*, to oblige *D* to win the trick if he can.

A and *B* are partners against *C* and *D*; *A* leads a club, his partner *B* plays before the adversary *C*;

C; in this case **D** has a right to play before his partner **C**, because **B** played out of his turn.

If the ace, or any other card of a suit is led, and it should so happen that the last player plays out of his turn, whether his partner has any of the suit led or not, provided you do not make him revoke, he is neither entitled to trump it, nor to win the trick.

Of revoking.

If a revoke happens to be made, the adversaries may add three to their score, or take three tricks from the revoking party, or take down three from their score; and the revoking party, provided they are up, notwithstanding the penalty, must remain at nine; the revoke takes place of any other score of the game.

If any person revokes, and before the cards are turned discovers it, the adverse party may call the highest or lowest card of the suit led, or have their option to call the card then played, at any time when it does not cause a revoke.

No revoke to be claimed till the trick is turned and quitted, or the party who revoked, or his partner, have played again.

If any person claims a revoke, the adverse party are not to mix their cards, upon forfeiture of the revoke.

No revoke can be claimed after the cards are cut for a new deal.

Of calling Honours.

If any person calls at any point of the game, except 8, either of the adverse parties may call a
new

new deal; and they are at liberty to consult each other, whether they will have a new deal.

After the trump card is turned up, no person must remind his partner to call, on penalty of losing a point.

If the trump card is turned up, no honours in the preceding deal can be set up, unless they were before claimed.

If any person calls at the point of 8, and his partner answers, and both the opposite parties have thrown down their cards, and it appears that the other side had not two by honours; in this case they may consult with one another about it, and are at liberty to stand the deal or not.

And if any person answers when he has not an honour, the adverse party may consult one another about it, and are at liberty to stand the deal or not.

If any person calls at 8, after he has played, it shall be in the option of the adversaries to call a new deal.

Of separating and showing the Cards.

If any person separates a card from the rest, the adverse party may call it, provided he names it, and proves the separation; but in case he calls a wrong card, he or his partner are liable for once to have the highest or lowest card called in any suit led during the deal.

If any person throws his cards upon the table, with their faces upwards, upon supposition that he has lost the game, the adversaries have it in their power to call any of the cards when they think proper, provided they do not make the party revoke, and he is not to take up his cards again.

If

If any person is sure of winning every trick in his hand, he may show his cards upon the table; but he is then liable to have all his cards called.

Of omitting to play to a Trick.

A and *B* are partners against *C* and *D*; *A* leads a club, *C* plays the ace of clubs, *B* plays a club, and *D*, partner to *C*, takes up the trick without playing any card; *A*, and the rest of the players, play on, till it appears *D* has one card more than the rest; penalty to be in the option of the adversaries to call a new deal.

Respecting who played any particular Card.

Each person, in playing, ought to lay his card before him; after he has done so, if either of the adverse parties mix their card with his, his partner is entitled to direct each person to lay his card before him; but not to inquire who played any particular card.

Mr. HOYLE's Short Rules for Learners.

ALWAYS lead from your strong suit.

Lead through an honour when you have a good hand.

Lead through the strong suit and up to the weak.

Lead a trump if 4 or 5, and you have a good hand.

Sequences are eligible leads, and begin with the highest.

Follow your partner's lead, not your adversary's.

Do not lead from ace, queen.

Avoid leading an ace unless you have the king.

Never

Never lead a thirteenth card unless trumps are out.

Nor trump a thirteenth card, except last player.
Play your best card third hand.

When in doubt, win the trick.

When you lead small trumps, begin with the highest.

Do not trump out, when your partner is likely to trump a suit.

If you hold only small trumps, make them when you can.

Make your tricks early, and be careful of finessing.

Be sure to make the odd trick when in your power.

Never force your adversary with your best card, unless you have the next best.

If only one card of any suit, and but two or three small trumps, lead the single card.

Always keep a commanding card to bring in your strong suit.

In your partner's lead, endeavour to keep the command in his hand.

Keep the card you turn up as long as you conveniently can.

If your antagonists are 8, and you have no honour, play your best trump.

Always consider your score, and play your hand accordingly.

*Particular Rules to be observed in Playing, from
Mr. HOYLE.*

IF you have ace, king, and four small trumps, with a good suit, you must play three rounds of trumps.

trumps, otherwise you may have your strong suit trumped.

If you have king, queen, and four small trumps, with a good suit, trump out with the king, because when you have the lead again, you will have three rounds of trumps.

If you have king, queen, ten, and three small trumps, with a good suit, trump out with the king, in expectation of the knave's falling at the second round; and do not wait to finesse the ten, for fear your strong suit should be trumped.

If you have queen, knave, and three small trumps, with a good suit, trump out with a small one.

If you have the queen, knave, nine, and two small trumps, with a good suit, trump out with the queen, in expectation of the ten's falling at the second round; and do not wait to finesse the nine, but trump out a second time.

If you have knave, ten, and three small trumps, with a good suit, trump out with a small one.

If you have knave, ten, eight, and two small trumps, with a good suit, trump out with the knave, in expectation of the nine's falling at the second round.

If you have ten, nine, eight, and one small trump, with a good suit, trump out with the ten.

Mr. PAINE's Maxims for WHIST.

LEADER.

1. BEGIN with the suit of which you have most in number. For when the trumps are out, you will probably make several tricks in it.

2. If

2. If you hold equal numbers in different suits, begin with the strongest;—because it is the least liable to injure your partner.

3. Sequences are always eligible leads;—because they support your partner's hand, without injuring your own.

4. Lead from a king or queen, rather than from an ace;—for since the adversaries will lead from those suits which you do not, your ace will do them most harm.

5. Lead from a king rather than from a queen, and from a queen rather than a knave;—for the stronger the suit, the less is your partner endangered.

6. Lead not from the ace queen, or ace knave, till it becomes necessary;—for if that suit is led by the adversaries, you have a good chance of making two tricks in it.

7. In all sequences to a queen, knave, or ten, begin with the highest;—because it will frequently distress your left-hand adversary.

8. Having ace, king, and knave, lead the king, —for if strong in trumps, you may wait the return of that suit, and finesse the knave.

9. Having ace, king, and one small card, lead the small one,—for by this lead your partner has a chance to make the knave.

10. Having ace, king, and two or three small cards, play ace and king if weak in trumps, but a small card if strong in them;—for when strong in trumps, you may give your partner the chance making the first trick.

11. Having king, queen, and one small card, play the small one,—for your partner has an equal chance

chance to win the trick; and you need not fear to make king or queen.

12. Having king, queen, and two or three small cards, lead a small card if strong in trumps, and the king if weak in them;—for strength in trumps entitles you to play a backward game, and to give your partner the chance of winning the first trick; but if weak in trumps, it is necessary to secure a trick in that suit, by leading the king or queen.

13. Having an ace with four small cards, and no other good suit; play a small card if strong in trumps, and the ace if weak;—for strength in trumps may enable you to make one or two of the small cards although your partner should not be able to support the lead.

14. Having king, knave, and ten, lead the ten;—for if your partner holds the ace, you have a good chance of making three tricks, whether he passes the ten or not.

15. Having king, queen, and ten, lead the king;—for if it falls, upon the return of that suit from your partner, by putting on the ten you have a chance of making two tricks.

16. Having queen, knave, and nine, lead the queen;—for upon the return of that suit from your partner, by putting on the nine you will probably make the knave.

SECOND HAND.

1. Having ace, king, and small ones, play a small card if strong in trumps, but the king if weak in them;—for otherwise your ace or king might be trumped in the latter case, and no hazard should be run with few trumps but in critical cases.

c

2. Having

2. Having ace, queen, and small cards, play a small one;—for upon the return of that suit you will probably make two tricks.

3. Having ace, knave, and small cards, play a small one;—for upon the return of that suit you will probably make two tricks.

4. Having ace, ten, or nine, with small cards, play a small one;—for by this method, you have a chance of making two tricks in the suit.

5. Having king, queen, ten, and small cards, play the queen;—for by playing the ten upon the return of the suit, you will probably make two tricks in it.

6. Having king, queen, and small cards, play a small card if strong in trumps, but the queen if weak in them;—for strength in trumps warrants playing a backward game, and it is always advantageous to keep back your adversaries suit.

7. If you hold a sequence to your highest card in the suit, play the lowest of it;—for by this means your partner is informed of your strength in that suit.

8. Having queen, knave, and small ones, play the knave; because you will in great probability secure a trick in that suit.

9. Having queen, ten, and small ones, play a small one;—for your partner has an equal chance to win the trick.

10. Having either ace, king, queen, or knave, with small cards, play a small one;—for your partner has an equal chance to win the trick.

11. Having either ace, king, queen, or knave, with one small card only, play the small one;—for
other-

otherwise the adversary will finesse upon you in that suit.

12. If a queen is led, and you hold the king, put it on; for if your partner holds the ace, you do no harm; and if the king is taken, the adversaries have played two honours to one.

13. If a knave is led, and you hold the queen, put it on;—for at the worst you bring down two honours for one.

14. If a king is led, and you hold ace, knave, and small ones, play the ace;—for it cannot do the adversaries a greater injury.

THIRD HAND.

1. Having ace and king, play the ace, and return the king;—because you are not to keep the command of your partner's strong suit.

2. Having ace and queen, play the ace, and return the queen;—for although it may prove better in some cases to put on the queen, yet in general your partner is best supported by the method above.

3. Having ace and knave, play the ace, and return the knave;—the knave is returned in order to strengthen your partner's hand.

4. Having king and knave, play the king; and if it wins return the knave;—because it will strengthen your partner's hand.

5. Always put on the best when your partner leads a small card;—because it best supports your partner's hand.

6. If you hold the ace and one small card only, and your partner leads the king; put on the ace

and return the small one;—for otherwise your ace will be an obstruction to his suit.

7. If you hold the king and one small card only, and your partner leads the ace; if the trumps are out, it is good play to put on the king;—for by putting on the king there is no obstruction to the suit.

FOURTH HAND.

1. If a king is led, and you hold ace, knave, and a small card, play the small one;—for supposing the queen to follow, you will probably make both ace and knave.

2. When the third hand is weak in his partner's lead, you may often return that suit to great advantage; but this rule must not be applied to trumps, unless you are very strong indeed.

Cases in which you should return your Partner's Lead immediately.

1. When you win with the ace, and can return an honour;—for then it will greatly strengthen his hand.

2. When he leads a trump.—In which case return the best remaining in your hand (unless you hold four originally: an exception to this arises if the lead is through an honour.

3. When your partner has trumped out;—for then it is evident he wants to make his great suit.

4. When you have no good card in any other suit;—for then you are entirely dependent on your partner.

Cases in which you should not return your Partner's Lead immediately.

1. If you win with the king, queen, or knave, and have only small cards remaining;—for the return of a small card will more distress than strengthen your partner.

2. If you hold a good sequence;—for then you may show a strong suit, and not injure his hand.

3. If you have a strong suit;—because leading from a strong suit is a direction to your partner, and cannot injure him.

4. If you have a good hand;—for in this case you have a right to consult your own hand, and not your partner's.

5. If you hold five trumps;—for then you are warranted to play trumps if you think it right.

Of leading Trumps.

1. Lead trumps from a strong hand, but never from a weak one:—by which means you will secure your good cards from being trumped.

2. Trump not out with a bad hand, although you hold five small trumps;—for since your cards are bad, it is only trumping for the adversaries good ones.

3. Having ace, king, knave, and three small trumps, play ace and king;—for the probability of the queen's falling is in your favour.

4. Having ace, king, knave, and one or two small trumps, play the king; and wait the return from your partner to put on the knave:—this method is in order to win the queen, but if you have particular reasons to wish the trumps out, play two rounds of trumps, and then your strong suit.

5. Having ace, king, and two or three small trumps, lead a small one:—this method is with a view to let your partner win the first trick; but if you have good reason for getting out the trumps, play three rounds, or play ace and king, and then your strong suit.

6. If your adversaries are eight, and you hold no honour, throw off your best trump:—for if your partner has not two honours you have lost the game, and if he holds two honours it is most advantageous for you to lead a trump.

7. Having ace, queen, knave, and small trumps, play the knave:—for by this means only the king can make against you.

8. Having ace, queen, ten, and one or two small trumps, lead a small one,—for it will give your partner a chance to win the trick, and keep the command in your own hand.

9. Having king, queen, ten, and small trumps, lead the king:—for if the king is lost, upon the return of trumps you may finesse the ten.

10. Having king, knave, ten, and small ones, lead the knave;—because it will prevent the adversaries from making a small trump.

11. Having queen, knave, nine, and small trumps, lead the queen;—for if your partner holds the ace, you have a good chance of making the whole suit.

12. Having queen, knave, and two or three small trumps, lead the queen;—for if your partner holds the ace, you have a good chance for making the whole suit.

13. Having knave, ten, eight, and small trumps,
lead

lead the knave;—for on the return of trumps, you probably may finesse the eight to advantage.

14. Having knave, ten, and three small trumps, lead the knave;—because it will most distress your adversaries, unless two honours are held on your right-hand; the odds against which is about three to one.

15. Having only small trumps, begin with the highest.—By this play you will support your partner all you can.

16. Having a sequence, begin with the highest.—By this means your partner is best instructed how to play his hand, and cannot possibly be injured.

17. If an honour is turned up on your left, and the game much against you, lead a trump the first opportunity;—for your game being desperately bad, this method is the most likely to retrieve it.

18. In all other cases, it is dangerous leading through an honour, unless you are strong in trumps, or have a good hand;—because all the advantage of trumping through an honour, lies in the finessing of your partner.

19. Supposing hereafter it is proper to lead trumps. If an honour is turned up on your left, and you hold only one honour with a small trump, throw off the honour, and next the small one;—because it will greatly strengthen your partner's hand, and cannot hurt your own.

20. If an honour is turned up on the left, and you hold a sequence, lead the highest of it;—because it will prevent the last hand from injuring your partner.

21. If a queen is turned up on the left, and you hold

hold ace, king, and a small one, lead the small trump;—because you will have a chance for getting the queen.

22. If a queen is turned up on your left, and you hold the knave with small ones, lead the knave;—for the knave can be of no service since the queen is on your left.

23. If an honour is turned up by your partner, and you are strong in trumps, lead a small one; but if weak in them, lead the best you have.—By this play the weakest hand will support the strongest.

24. If an ace is turned up on the right, and you hold king, queen, and knave, lead the knave;—for it is a secure lead.

25. If an ace is turned up on the right, and you hold king, queen, and ten, lead the king; and upon the return of trumps play the ten;—for by this means you show a great strength to your partner, and will probably make two tricks in them.

26. If a king is turned up on the right, and you hold queen, knave, and nine, lead the knave; and upon the return of trumps play the nine;—because it may prevent the ten from making.

27. If a king is turned up on your right, and you hold knave, ten, and nine, lead the nine; and upon the return of trumps play the ten;—because this method will best disclose your strength in trumps.

28. If a queen is turned up on the right, and you hold ace, king, and knave, lead the king; and upon the return of trumps play the knave;—because you are certain to make the knave.

29. If a queen is turned up on the right, and you hold ace, king, and small ones, lead the king;
nd

and upon the return of trumps you may fineste, unless the queen falls;—for otherwise the queen will make a trick.

30. If a knave is turned up on the right, and you hold king, queen, and ten, lead the queen; and upon the return of trumps play the ten;—for by this means you will make the ten.

31. If a knave is turned up on the right, and you hold king, queen, and small ones, lead the king; and if that comes home, play a small one;—for it is probable your partner holds the ace.

32. If a knave is turned up on the right, and you hold king, queen, and ten, with two small cards, lead a small one; and upon the return of trumps play the ten;—for it is five to four that your partner holds one honour.

When you turn up an Honour.

1. If you turn up an ace, and hold only one small trump with it, if either adversary leads the king, put on the ace;—for it can do the adversaries no greater injury.

2. If you turn up an ace, and hold two or three small trumps with it, and either adversary leads the king, put on a small one;—for if you play the ace, you give up the command in trumps.

3. If you turn up a king, and hold only one small trump with it, and your right-hand adversary leads a trump, play the king.—This case is really somewhat doubtful, and very good players think differently.

4. If you turn up a king, and hold two or three small trumps with it, if your right-hand adversary leads

leads a trump, play a small one;—it being the best way of securing your king.

5. If you turn up a queen or knave, and hold only small trumps with it, if your right-hand adversary leads a trump, put on a small one;—it being the securest play.

6. If you hold a sequence to the honour turned up, play it last;—by this means your partner will be the best acquainted with your strength in trumps.

Of playing for the Odd Trick.

1. Be cautious of trumping out, notwithstanding you have a good hand;—for since you want the odd trick only, it would be absurd to play a great game.

2. Never trump out, if your partner appears likely to trump a suit;—for it is evidently best to let your partner make his trumps.

3. If you are moderately strong in trumps, it is right to force your partner;—for by this means you probably gain a trick.

4. Make your tricks early, and be cautious of finessing;—that you may not be greatly injured, though you fail of making the odd trick.

5. If you hold a single card of any suit, and only two or three small trumps, lead the single card;—for it will give you a chance of making a small trump.

GENERAL RULES.

1. BE very cautious how you change suits, and let no artifice of the adversary induce you to it.

2. Keep a commanding card, to bring in your strong suit when the trumps are out, if your hand will admit of such pretensions.

3. Never

3. Never keep back your partner's suit in trumps, but return them the first opportunity.

4. If you hold a strong suit, and but few trumps, rather force your adversaries, than lead trumps, unless you are strong in the other suits likewise.

5. Be sure to make the odd trick when it is in your power.

6. Always consider the scores, and play your hand accordingly.

7. In a backward game, you may often risk one trick in order to win two; but in a forward game you are to be more cautious, unless you have a good probability of getting up.

8. In returning your partner's lead, play the best you have, when you hold but three originally.

9. Remember what cards drop from each hand, how many of each suit are out, and what is the best remaining card in each.

10. Lead not originally from a suit of which you have ace and queen, ace and knave, or king and knave; if you hold another moderate suit.

11. If either of your adversaries will lead from the above suits, you must do it yourself with a small card.

12. You are strong in trumps with five small ones, or three small ones and one honour.

13. Do not trump a card when you are strong in trumps, and the more especially if you hold a strong suit.

14. If you hold only a few small trumps, make them, if you can.

15. If your partner refuses to trump a suit of which he knows you have not the best, lead him your best trump the first opportunity.

16. If

16. If your partner has trumped a suit, and refuses to play trumps, lead him that suit again.

17. Never force your partner but when you are strong in trumps, unless you have a renounce yourself, or want only the odd trick.

18. If the adversaries trump out, and your partner has a renounce, give him that suit when you get the lead, if you think he has a small trump left.

19. Lead not from an ace suit originally, if you hold four in number of another suit.

20. When trumps are either returned by your partner, or led by the adversaries, you may finesse deeply in them; keeping the command all you can in your own hand.

21. If you lead the king of any suit, and make it, you must not thence conclude that your partner holds the ace.

22. It is sometimes proper to lead a thirteenth card, in order to force the adversary, and make your partner last player.

23. If weak in trumps, make your tricks soon; but when strong in them, you may play a more backward game.

24. Keep a small card of your partner's first lead, if possible, in order to return it when the trumps are out.

25. Never force your adversary with your best card of a suit, unless you have the second best also.

26. In you partner's lead, endeavour to keep the command in his hand, rather than in your own.

27. If you have a saw, it is generally better to pursue it than to trump out; although you should be strong in trumps with a good suit.

28. Keep

28. Keep the trump you turn up, as long as you properly can.

29. When you hold all the remaining trumps, play one of them, to inform your partner; and then put the lead into his hand.

30. It is better to lead from ace and nine, than from ace and ten.

31. It is better to lead trumps through an ace or king, than through a queen or knave.

32. If you are reduced to the last trump, some winning cards, and one losing card only, lead the losing card.

33. If only your partner has trumps remaining, and he leads a suit of which you hold none; if you have a good quart (or sequence of four) throw away the highest of it.

34. If you have an ace, with one small card of any suit, and several winning cards in other suits; rather throw away some winning card than that small one.

35. If you hold only one honour with a small trump, and wish the trumps out, lead the honour first.

36. If trumps have been led thrice, and there be two remaining in the adversaries hands, endeavour to force them out.

37. Never play the best card of your adversaries lead at second hand, unless your partner has none of that suit.

38. If you have four trumps and the command of a suit whereof your partner has none, lead a small card, in order that he may trump it.

39. If you hold five trumps with a good hand,
D
play

play trumps, and clear your adversaries hands of them.

40. If you hold the ace and three small trumps when the adversaries lead them, and have no particular reason for stopping the suit, let them quietly make king and queen, and on the third round play the ace.

41. Supposing yourself leader with three small trumps, one strong suit, one moderate suit, and a single card, begin with the strong suit, and next lead the single card.

42. Be careful how you sort your cards, lest a sharp and curious eye should discover the number of your trumps.

A Case which often occurs.

If you have two trumps remaining, when the adversaries have only one, and your partner appears to have a strong suit, you should play trumps, although you have the worst, in order to pave the way for your partner's suit, by extracting the trumps from your adversaries.

How to play for an odd Trick.

If you are elder hand, and have the ace, king, and three small trumps, with four small cards of another suit, three small cards of the third suit, and one small card of the fourth suit, question, how are you to play? You are to lead the single card, which, if won by the player, induces him to play trumps, or to play to your weak suit, in which you and your partner gain the ten-ace.

The

The like Case for an odd Trick when your Partner is to lead.

Suppose he plays the ace of the suit of which you have only one, and proceeds to play the king of the same suit, and your right-hand adversary trumps it with the queen, knave, or ten, you should not over-trump him, but throw away the smallest card of your weakest suit, as this will leave your partner the last player, and give him the tennace in your weak suit.

The like Case, supposing you want four or five Points, and an elder Hand.

Play a small trump, and if your partner has a better trump than the last player, and returns the lead, put in your king of trumps, and then play the suit of which you possess four cards.

A second Case.

A and *B* are partners against *C* and *D*; twelve trumps are played out, and seven cards only remain in each hand, of which *A* has the last trump, and likewise the ace, king, and four small cards of a suit; question, whether *A* should play the ace and king of that suit, or a small one? Ans. *A* should play a small card of that suit, as it is an equal bet his partner has a better card in that suit than the last player, and, in this case, if four cards of the suit happen to be in either of the adversaries hands, by this manner of playing he will be enabled to make five tricks in that suit. Should neither of the adversaries have more than three

cards in that suit, it is an equal bet that he wins six tricks in it.

If *A* and *B* are partners against *C* and *D*; and eight trumps have been played out, and *A* has four trumps remaining, *C* having the best trump, and is to lead, should *C* play his trump or not? No; because as he would have three trumps in *A*'s hand, if *A*'s partner has any capital suit to make, by *C*'s keeping the trump in his hand, he can prevent his making that suit.

A Case of Curiosity.

Supposing three hands of cards, containing three cards in each hand, let *A* name the trumps, and let *B* choose which hand he pleases, *A* having the choice of either the other two hands, will win two tricks.—Clubs are trumps: first hand, ace, king, and six of hearts; second hand, queen and ten of hearts, with ten of trumps; third hand, nine of hearts, with two and three of trumps; the first hand wins of the second, the second wins of the third, and the third wins of the first.

Rules to play any Hand of Cards, according to the nearest Calculations of your Partner's holding certain winning Cards.

1. That he has not one certain winning card — — — 2 to 1
2. Not two certain winning cards — 17 to 2
But it is about 5 to 4 that he has one or both, or — — 32 to 25
3. That he has one card out of any three certain winning cards, about 5 to 2
4. That

4. That he has not three certain winning cards, about 31 to 1, or 681 to 22
5. That he has not two of them, about 7 to 2, or — — 547 to 156
6. That he has not one of them, about 7 to 6, or — — 378 to 325
7. That he holds one or two of them, is in his favour about 13 to 6, or 481 to 222
8. And about 5 to 2 that he holds one, two, or all three of them.

The Odds of the Game calculated with the Deal.

The odds in favour of the deal at starting,

are	—	—	—	21 to 20
1 love	—	—	—	11 to 10
2 love	—	—	—	5 to 4
3 love	—	—	—	3 to 2
4 love	—	—	—	7 to 4
5 love, an even bet of the lurch			—	2 to 1
6 love	—	—	—	5 to 3
7 love	—	—	—	7 to 2
8 love	—	—	—	5 to 1
9 love, not quite 5 to 1, but about			—	9 to 2
2 to 1	—	—	—	9 to 8
3 to 1	—	—	—	9 to 7
4 to 1	—	—	—	9 to 6
5 to 1	—	—	—	9 to 5
6 to 1	—	—	—	9 to 4
7 to 1	—	—	—	3 to 2
8 to 1	—	—	—	9 to 2
9 to 1 about	—	—	—	4 to 1

3 to 2	—	—	—	8 to 7
4 to 2	—	—	—	4 to 3
5 to 2	—	—	—	8 to 5
6 to 2	—	—	—	2 to 1
7 to 2	—	—	—	8 to 3
8 to 2	—	—	—	4 to 1
9 to 2	—	—	—	7 to 2
4 to 3	—	—	—	7 to 6
5 to 3	—	—	—	7 to 5
6 to 3	—	—	—	7 to 4
7 to 3	—	—	—	7 to 3
8 to 3	—	—	—	7 to 2
9 to 3 about	—	—	—	3 to 1
5 to 4	—	—	—	6 to 5
6 to 4	—	—	—	6 to 4
7 to 4	—	—	—	2 to 1
8 to 4	—	—	—	3 to 1
9 to 4 about	—	—	—	5 to 2
6 to 5	—	—	—	5 to 4
7 to 5	—	—	—	5 to 3
8 to 5	—	—	—	5 to 2
9 to 5	—	—	—	2 to 1
7 to 6	—	—	—	4 to 3
8 to 6	—	—	—	2 to 1
9 to 6	—	—	—	7 to 4
8 to 7 above	—	—	—	3 to 2
9 to 7 about	—	—	—	12 to 8

9 to

9 to 8, or rather 8 to 9, the odds being in favour of 8 about 3 and a half per cent, according to the nicest calculation

Odds calculated for betting throughout the Rubber with the Deal.

If the first game of a rubber is won, with 9 love of the second, on the same side, the odds of the rubber are nearly	13 to 1
Suppose the first game, and 8 love of the second is got, the odds are rather more than	13 to 1
When the first game is won, and 7 love of the second, near	8 to 2
Ditto, and 6 love of the second, about	6 to 1
Ditto, and 4 love of the second, about	5 to 1
Ditto, and 3 love of the second, about	9 to 2
Ditto, and 2 love of the second, about	4 to 1
Ditto, and 1 love of the second, about	7 to 2

Odds against the Dealer throughout the Rubber.

With the first game, and 9 love of the second, about	11 to 1
Ditto, and 8 love of the second, rather more than	11 to 1
First game, 7 love of the second	9 to 1
Ditto, and 6 love of the second	7 to 1
Ditto, and 5 love of the second	5 to 1
Ditto, and 4 love of the second	4 to 1
Ditto, and 2 love of the second	7 to 2
Ditto, and 1 love of the second, near	13 to 6

THE GAME OF QUADRILLE.

THE title of this game implies that it is played by four persons. The number of cards required are forty, as the four tens, nines, and eights, being of no value, must be discarded from the pack. They are dealt three by three, and one round four, commencing with the right-hand player, who is eldest hand.

The trump is made by him or her who plays, with or without calling, by naming spades, clubs, diamonds, or hearts, and the suit so named become trumps. If the person who names the trump should mistake, and say spades instead of clubs, or if he names two suits, the first named are trumps.

The Cards arranged according to their Value.

Hearts and Diamonds.

king
queen
knave
ace
deuce
four
five
six
seven

Total 10

Spades and Clubs.

king
queen
knave
seven
six
five
four
three
deuce

Total 9

Th

The reason that the aces of spades and clubs are not mentioned, is, because they are invariably trumps, let whatever suit be played. The ace of spades being always the first, and the ace of clubs the third trump.

*The Cards arranged according to their Value when
Trumps.*

<i>Hearts and Diamonds.</i>	<i>Spades and Clubs.</i>
Spadille, the ace of spades.	Spadille, the ace of spades.
Manille, the seven of hearts or diamonds.	Manille, the two of spades or clubs.
Basto, the ace of clubs.	Basto, the ace of clubs.
Ponto, the ace of hearts or diamonds.	
king	king
queen	queen
knave	knave
deuce	seven
three	six
four	five
five	four
six	three
<hr/>	<hr/>
Total 12	Total 11

From the preceding tables it will be perceived, that spadille and basto are always trumps, and that the red suits have one trump more than the black.

There is a trump between spadille and basto, which is called manille, and is in black the deuce, in red the seven; they are the second cards when trumps, and the last in their respective suits when not trumps. Example; the deuce of spades being second

second trump, when they are trumps, and the lowest card when clubs, hearts, or diamonds, are trumps, and so of the rest.

Ponto, is the ace of hearts or diamonds, which are above the king, and the fourth trump, when either of those suits are trumps; but are below the knave, and called ace of diamonds or hearts, when they are not trumps. The two of hearts or diamonds is always superior to the three, the three to the four, the four to the five, and the five to the six; the six is only superior to the seven when it is not trumps, for when the seven is manille, it is the second trump.

The three matadores, as they are called, are spadille, manille, and basto, whose privilege is, when the player has no other trumps but them, and trumps are led, he is not obliged to play them, but may play what card he thinks proper, provided, however, that the trump led is of an inferior value; but if spadille should be led, he that has manille or basto only, is compelled to play it, which is the case with basto in respect to manille, the superior matadore always forcing the inferior. Although, properly speaking, there are but three matadores, yet all those trumps which succeed the three first without interruption are also called matadores; but the three first only enjoy the privilege above stated. The number of the matadores are specified in the second table above, by the order and rank of the cards when they are trumps.

Explanatory Table of the Terms used in playing.

To ask leave, is playing by calling a king.

Basta

Beast, is a penalty of paying as many counters as are down, incurred either by renouncing, or some other fault; likewise by not winning when the player stands his game.

Cheville, is being between the eldest hand and the dealer.

Codille, is when those who defend the pool make more tricks than those who defend the game, which is called winning the *codille*.

Consolation, is a claim in the game, always paid by those who lose, whether by *codille* or *remise*.

Devole, is when he who stands the game makes no trick.

Double, is to play for double stakes, with regard to the game, *consolation* and *sans prendre*, *matadores*, and *devole*.

Force, the ombre is said to be forced, when a strong trump is played for the adversary to over-trump. He is likewise said to be forced, when he asks leave, and one of the other players obliges him to play *sans prendre*, or pass, by offering to play *sans prendre*.

Friend, is the player who has the king called.

In passe. To make the *in passe*, is, when being in *cheville*, the knave of a suit is played, of which the player has the king.

Mille, is a mark of ivory, which is sometimes used, and stands for ten fish.

Ombre, is the name given to him who stands the game, by calling or playing *sans appeller*.

Party, is the duration of the game, according to the number of tours agreed to be played.

Pass, is the term used when the players do not choose to play.

Pool,

Pool, consists of the fishes, which are staked for the deals, or the counters put down by the players, or the beasts which go to the game. *To defend the pool*, is to be against him who stands the game. *Pool* likewise implies a certain number of counters, supernumerary to the cards, when the tours are finished, and the play is continued afterwards.

Prise, is the number of fish or counters given to each player at the commencement of the party.

Regle, is the order to be observed at the game.

Remise, is when they who stand the game do not make more tricks than they who defend the pool, and they then lose by *remise*.

Renounce, is not to follow the first lead, when at the same time the player has a card of that suit; likewise when not having any of the suit led, he wins with a card that is the only one he has in the suit which he plays in.

Reprise, synonymous with *party*.

Repert, the same as *remise*.

Roi rendu, is the king given up or surrendered; in which case, the person to whom the king is given up must win the game alone.

Forced spadille, is when he who has *spadille* is obliged to play it, all the other players having passed.

Sans appeller, is playing without calling a king.

Sans prendre, is erroneously used for *sans appeller*, meaning the same.

Forced sans prendre, is when, having asked leave, one of the players offers to play *sans prendre*, in which case he who asked leave is obliged to play *sans prendre*, or *pass*.

Ten-ace, is waiting with two trumps that must make,

make, when he who has two others is obliged to lead.

Tours, are the counters, which they who win by standing the game, put down to mark the number of *coups* played, by which the length of the party is determined.

Maxims for Learners.

When you are the ombre, and your friend leads from a mat, play your best trump, and then lead the next best the first opportunity. If you possess all the trumps, continue leading them, except you hold other certain winning cards.

If all the mats are not revealed by the time you have won six tricks, do not risk playing for the vole.

When you are the friend called, and hold only a mat, lead it, but if it is guarded by a small trump, lead that. But when the ombre is last player, lead the best trump you possess.

Ponto in red, or king of trumps in black, are good cards to lead when you are best, and should either of them succeed, then play a small trump.

When the ombre leads to discover the friend, if you hold king, queen, and knave, put on the knave.

Preserve the suit called, whether friend or not.

When playing against a lone hand, never lead a king, unless you have the queen; nor change the suit; and prevent, if possible, the ombre from being last player.

Of the Manner of playing the Game and dealing the Cards, of the Stakes, of the Manner of speaking, and of the Beasts.

Every one is to play as he thinks proper, and most advantageously to his own game.

He is not to encourage his friend to play; but each person should know what to do when he is to play.

The stakes consist of seven equal billets or contracts, as they are sometimes called, comprising the ten counters and fishes, which are distributed to each player. A mille is equal to ten fish, and every fish to ten counters: the value of the fish is according to the players' agreement, as also the number of tours, which are usually fixed at ten, and marked by turning the corners of a card.

Should the cards be wrong dealt, or should there be two of the same suit, as for example, two deuces of spades, there must be a fresh deal, provided the mistake is discovered before the cards are all played.

A new deal must likewise take place if a card is turned in dealing, as it might be prejudicial to him who might have it: and if there should be several cards turned, the same must take place. No penalty is inflicted for dealing wrong, but the dealer must deal again.

Each player having got his ten cards, he that is on the right hand of the dealer, after examining his game, and finding his hand proper to play, must ask if they play; or, if he has not a good hand, he passes, and so the second, third, and fourth. All four may pass: but he who has spadille,
dille,

dille, after having shown or named it, is compelled to play, by calling a king.

If the deal is played in this manner, or one of the players has asked leave, and no one choosing to play without calling, the eldest hand must begin, previously naming his suit, and the king he calls: he who wins the trick must play another card, and the rest of course till the game is finished. The tricks are then reckoned, and if the *ombre*, meaning him who stands the game, has, together with him who has king called, six tricks, they have won, and are accordingly paid the game, the consolation, and the matadores, if they have them, and divide what is upon the game, and the beasts, if any there be.

Should they make only five tricks, it is a *remise*, and they are beasted, what goes upon the game, paying to the other players the consolation and the matadores. When the tricks are equally divided between them, they are also beasted; and if they make only four tricks between them, it is a *remise*. Should they make less, they lose *codille*, and in that case pay their adversaries what they should have received if they had won, namely, the game, consolation, and matadores, if they have them, and are beasted what is upon the game; and if they win *codille*, divide the stakes. The beast, and every thing that is paid, arise equally from the two losers; one half by him who calls, and the other moiety by him who is called; equally the same in case of *codille* as a *remise*, unless the *ombre* does not make three tricks, in which case, he who is called is not only exempt from paying half the beast, but also the game, consolation, and matadores,

dores, if there are any, which, in that case, the *ombre* pays alone, and likewise in case of a *codille* as a *remise*. This rule is enforced to prevent unreasonable games being played.

A single case may occur, in which if the *ombre* makes only one trick, he is not beasted alone, which is, when not having a good hand, he passes, and all the other players have passed likewise, and he having *spadille* is compelled to play. In this case it would be unjust to oblige him to make three or four tricks; wherefore, he who is called pays a moiety of the losing; and, for the same reason, he who has *spadille*, with a bad hand, should pass, in order that if he is afterwards obliged to play by calling a king (which is called forced *spadille*), he may not be beasted singly.

The player who has once passed, cannot be allowed to play; and he who has asked leave cannot refuse to play, unless another should propose playing without calling.

When a person has four kings, he may call a queen to one of his kings, but not that which is trumps. He who has one or more kings, may call one of those kings; but in this case, he must make six tricks alone, and therefore wins or loses singly. The king of the suit in which he plays cannot be called.

No one should play out of his turn, although he is not beasted for the trespass.

When he who is not eldest of hand has the king called, and plays *spadille*, *manille*, or *basto*, or even the king called, in order to show that he is the friend, having other kings that he is apprehensive the *ombre* may trump, he is not to be allowed

allowed to go for the vole; and he is beasted, if it should appear it is done with that design.

No hand is allowed to be shown, though *codille* may already be won, in order that it may be seen whether the ombre is beasted singly.

Should the ombre or his friend show his cards, before he has made six tricks, judging that he might have made them, and there should appear a possibility of preventing his making them, the other players may compel him to play his cards in what order they choose.

It is only necessary for a player to name his suit, when he plays, without calling a king.

Whoever plays without calling, must himself make six tricks to win; all the other players being united against him, and therefore exert their combined efforts to distress him.

Whoever plays without calling, is permitted to play in preference to any other who would play with calling; nevertheless, if he who has asked leave, will play without calling, he has the preference of him who would force him. These are the two methods of play without calling, which are called *forced*.

He who plays without calling, not dividing the winnings with any other player, consequently when he loses pays all himself. Should he lose by *remise*, he is beasted, and pays each other player the *consolation*, the *sans appeller* (commonly though erroneously called the *sans prendre*), and the *mata-dores*, should there be any. Should he lose *codille*, he is also beasted, and pays each player what he would have received from them if he had been the winner. Those who win *codille* divide the gains:

and if there be any remaining counters, they belong to the player of the three who may have spadille, or the highest trump in the succeeding deal. The same rule operates with respect to him who calls one of his own kings; he wins or loses alone, as in the other case, except the *sans appeller*, which he pays if a loser, or receives as a winner, although he plays singly.

Should he play *sans appeller*, though he may have a sure game, he is compelled to name his suit, which neglecting, showing his cards, and saying *I play sans appeller*, in this case either of the rest of the players can oblige him to play in which suit he chooses, though he should not have a trump in that suit.

When a person has asked leave, he is not allowed to play *sans appeller*, without he is *forced*: in this case, as before mentioned, he has the preference of the other players, by whom he is forced.

No player is compelled to trump, when he is not possessed of any of the suit led, nor obliged to play a higher card in that suit if he has it, it being optional to him, although he is the last player, and the trick belongs to the *ombre*; but he is compelled to play in the suit led if he can, otherwise he renounces.

Should he separate a card from his game and show it, he is compelled to play it; if, by not doing it, the game should be prejudiced, or give any intelligence to his friend, but particularly if it should be a matadore. He who plays *sans appeller*, or by calling himself, is not subject to this rule.

One player may turn the tricks made by the
others,

others, and reckon what has been played, each time only it is his turn to play.

Should he, instead of turning a player's tricks, turn and see his game, or show it to the other players, he is beasted, together with him whose cards he turned, each paying a moiety of the loss.

He who renounces is beasted as often as detected : but no renounce takes place till the trick is turned.

Should the renounce be discovered before the deal is finished, and has proved detrimental to the game, the cards must be taken up again, and the game replayed from that trick where the renounce began. But should all the cards be played, the beast still is made, and the cards must not be replayed, unless there should be several renounces in the same deal. In this case they are to be played again, unless the cards should have been previously mixed together.

When several beasts occur in the same deal, they all go together, unless a different agreement is made; and in cases of beasts, the greatest is first reckoned.

THE GAME OF CRIBBAGE.

THIS game is played with the whole pack of cards, generally by two persons, and sometimes by four. There are also different modes of playing, that is, with five, six, or eight cards. But the games principally played are those with five and six cards.

Explanatory Table of the Terms used in playing.

Crib, are the cards thrown away by each party, and whatever points they make are scored by the dealer.

Pairs,

Pairs, are two like cards, as two aces, or two kings, &c. and reckon for two points, whether in hand, or playing.

Pairs royal, are three like cards, and reckon for six points, whether in hand or playing.

Double pairs royal, are four like cards, and reckon for twelve points, whether in hand or playing.

N. B. *The points gained by PAIRS, PAIRS ROYAL, and DOUBLE PAIRS ROYAL, in playing, are thus effected: Your adversary having played a seven, and you another, constitutes a PAIR, and entitles you to score two points; your antagonist then playing a third seven, makes a PAIR ROYAL, and he marks six; and your playing a fourth, is a DOUBLE PAIR ROYAL, and entitles you to twelve points.*

Fifteens. Each fifteen reckons for two points, whether in hand or playing. In hand they are formed either by two cards, such as a five and any tenth card, a six and a nine, a seven and an eight, or by three cards, as a two, a five, and an eight, &c.

And in playing, thus: If such cards are played as make together fifteen, the two points are to be scored towards the game.

Sequences, are three or four, or more successive cards, and reckon for an equal number of points, either in hand or playing.

N. B. *In playing it is of no consequence which card is played first. As thus: Your adversary playing an ace, you a five, he a three, you a two, then he a four, he counts five for the SEQUENCE.*

Flush, is when the cards are all of one suit, and reckons for as many points as cards.

N. B.

N. B. *For a flush in crib, the card turned up must be of the same suit as those in hand.*

End-hole, is gained by the last player, and reckons for one point when under thirty-one, and for two points, when thirty-one. To obtain either of these points is considered a great advantage.

LAWs of the GAMES of CRIBBAGE as played at BROOKES'S, and every other Subscription Club.

IN dealing, the dealer may discover every card he has, if he pleases. But if he shows his adversary's cards, the adversary is entitled to mark two points to his game, and demand a fresh deal if he thinks proper.

The dealer giving his adversary more cards than is necessary, the adversary is entitled to score two points to his game, provided he detects the mistake before he takes up his cards.

The dealer observing his adversary to have more cards (after he has taken them up) than he is entitled to, may mark four points to his game, and call a new deal if he thinks proper.

The dealer giving himself more cards than are his due, the adversary may score two points to his game, and call a fresh deal if he thinks proper: if he does not, he is entitled to draw the extra cards from the dealer's hands. The non-dealer observing his adversary to have more cards than are his due, after they are taken off the table, may score four points to his game, and call a new deal.

Neither party may shuffle or meddle with the cards, from the time they are dealt until they are cut

cut for the turn-up card, under penalty of the adversary scoring two points to his game.

Either party scoring more points than he is entitled to, either in playing his cards, or marking his hand or crib, the adversary may first put back the points so marked, and score the same number to his game.

Either party touching their pegs, unless when necessary to mark his points, the adversary may score two points to his game.

Either party taking out their front peg must place it behind the other.

Any by-stander interfering, or speaking in the game, shall pay the stakes lost.

Either party scoring a less number of points than are his due incurs no penalty.

N. B. *We mention this, as many good players conceive the adversary may avail himself of such omission by scoring to his game the deficient points.*

Either player has a right to pack his own cards, and should he place them on the pack, and omit scoring for them, whether hand or crib, he must not mark for them afterwards.

FIVE-CARD CRIBBAGE.

SIXTY-ONE points constitute the game, and the best mode of marking them is with a board pierced with as many holes, and two pegs for each party.

On beginning the game the parties must cut for the deal; the person cutting the lowest cribbage card is dealer, and the non-dealer must score three points,

points, which is called *three for the last*, and may be marked at any period of the game. The deal is made by dealing one card alternately until each party has five.

Each person then proceeds to lay out two cards for the crib. In doing this always be careful to recollect whose crib it is, as the cards which may advantage your own are almost invariably prejudicial to your game when given to your adversary. This done, the non-dealer is to cut the remaining cards of the pack, and the dealer turns up the uppermost. This card, whatever it may be, is reckoned by each party in hand or crib.

When the turned-up card is a knave, the dealer scores two points to his game.

N. B. Knave in hand of the suit turned up reckons but for one point.

The non-dealer plays first, the adversary next, each scoring what the cards may make, either by *pairs*, *pairs royal*, &c. until thirty-one, or near it, is made by either party. The remaining cards are not to be played. The non-dealer then counts his hand, and scores the points it yields. The dealer then marks for his hand, and afterwards for his crib.

Examples illustrating the Mode of reckoning the Cards.

Suppose a hand consisting of the two of clubs, the three of hearts, the six of diamonds, and the eight of spades turned up, how many points would it yield?—Not any; as they neither form a pair, a fifteen, a sequence, or a flush. But if, instead of the eight of spades, the four was turned up, they would reckon for *five points*.

Thus,

Thus, the 2, 3, and 4, a sequence,	3 points
2, 5, 4, and 6—fifteen,	2 do.
Total	<u>5</u>

Again, suppose a hand consisting of the four, five, and six of hearts, and the five of diamonds turned up, how many points would it make?

4, 5, and 6 of hearts, a sequence,	3 points
4 and 6 of hearts, and 5 of diamonds,	
a sequence — —	3 do.
4, 5, and 6 of hearts, a flush, —	3 do.
4, 5, and 6 of do.—fifteen, —	2 do.
4 and 6 of hearts, and 5 of diamonds—	
fifteen, — —	2 do.
5 of hearts and 5 of diamonds, a pair	2 do.
Total	<u>15</u>

Again, suppose a crib consisting of the three of clubs, the three of spades, the three of diamonds, the nine of clubs, and the three of hearts turned up, how many points would it yield?

The double pair royal of threes,	12 points
3 of clubs, 3 of diamonds, and 9 of	
hearts—fifteen, —	2 do.
3 of spades, 3 of diamonds, and 9 of	
hearts—fifteen —	2 do.
3 of hearts, 3 of diamonds, and 9 of	
hearts—fifteen, —	2 do.
3 of spades, 3 of clubs, and 9 of hearts	
—fifteen, — —	2 do.
3 of spades, 3 of hearts, and 9 of hearts	
—fifteen, — —	2 do.
3 of clubs, 3 of hearts, and 9 of hearts	
—fifteen, — —	2 do.
Total	<u>24</u>

The greatest number of points that can be obtained in hand or crib, either at five or six card cribbage, are twenty-nine, exclusive of playing. They are derived from these cards; the knave of diamonds, the five of hearts, five of spades, five of clubs, and five of diamonds turned up.

The double pair royal of fives,	12 points
Knave and 5 of diamonds—fifteen,	2 do.
Do. and 5 of clubs——do.	2 do.
Do. and 5 of spades——do.	2 do.
Do. and 5 of hearts——do.	2 do.
5 of spades, 5 of diamonds, and 5 of clubs—fifteen, — —	2 do.
5 of spades, 5 of diamonds, and 5 of hearts—fifteen, —	2 do.
5 of spades, 5 of clubs, and 5 of hearts—fifteen, — —	2 do.
5 of diamonds, 5 of clubs, and 5 of hearts—fifteen, —	2 do.
Knave of the same suit as the turned card,	1 do.
	—
Total	29
	—

General Maxims for laying out the Crib Cards.

Whenever you possess a pair royal, invariably lay out the other two cards, for either your own or opponent's crib; except you hold two fives with the pair royal: then it would be extremely injudicious to lay them out for your adversary's crib, unless the cards you retain insure your game, or your adversary being so near home, that the crib is of no importance.

Whenever you can flush your cards in hand, it should be generally done, as it may assist your own crib, or balk your opponent's.

Always endeavour to retain a sequence in your hand, and particularly if it is a flush.

Always lay out close cards, such as a three and four, a five and six, for your own crib, unless it breaks your hand.

N. B. *As there is one card more to count, in the crib, at five-card cribbage, than there is in hand, always pay great attention to the crib, as the probability of reckoning more points for the crib than hand is five to four.*

Always lay out two cards of the same suit for your crib, in preference to two cards of different suits, as it will give you the chance of a flush in crib.

Avoid laying out cards of the same suit for your adversary's crib.

Always endeavour to balk your adversary's crib; and the best cards for this purpose are, a king and an ace, a six, a seven, an eight, a nine, or a ten; or a queen with an ace, a six, a seven, an eight, or a nine; or any cards not likely to form a sequence.

N. B. *A king is generally considered the greater balk; as, from its being the highest card in the pack, no higher card can come in to form a sequence.*

Avoid as much as possible laying out a knave for your opponent's crib, as it is only three to one, but the card turned up is of the same suit, by which he will obtain a point.

Avoid laying out for your adversary's crib (although you hold a pair royal) a two and three, a five and six, a seven and eight, or a five and any tenth card. Whenever you hold such cards, observe the stage of your game, and particularly if it
is

is nearly ended, whether your adversary is nearly out, or within a moderate show, and it is your deal. In such cases you must retain such cards as will, in playing, prevent your adversary from making pairs or sequences, &c. and enable you to win the end-hole, which will often prevent your opponent from winning the game

On the different Stages of the Game, pointing out when you have your Complement of Points, and when not : with Directions for playing the Cards accordingly.

The number of points to be expected from the cards in hand may be reckoned at rather more than four, but not five; and by playing, the dealer may expect two points, and his adversary one; hence the dealer's chance may be computed at rather more than six points, and his adversary's at nearly six; thus hand and play alternately, with and without the deal, may, throughout the game, be averaged at six points. From the crib five points may be expected, consequently the dealer is entitled to mark to sixteen points, for his hand, crib, and next hand. Thus, when he makes his second deal, if his front peg is in the sixteenth hole of the board, he has his full complement of points; the same at his third deal if he has passed the thirteenth hole; and at his fourth deal, he will retain the same advantage if he is within fifteen holes of game.

To the stages of your adversary's game you must always be particularly attentive, and if he has more than his complement of points, you must play your game accordingly: thus, suppose, at your deal, you are five or six holes short of what you had a right

to expect, and have good cards, you must endeavour to make as many points as possible, by pairing, &c. as by these points, and having a good hand, you may probably acquire the superiority. On the other hand, when your game is back, and you have indifferent cards, you must endeavour to prevent your adversary from making points by playing off, and balking his crib, though you break your hand.

Calculation: for laying Betts with Advantage.

Always in betting be careful to ascertain who has the deal, and attend particularly to the situation of the pegs.

Each party with even pegs five holes up the board, is 6 to 4 in favour of the dealer.

Ten holes each,	is	12 to 11	do.
Fifteen do.	is	7 to 4	do.
Twenty do.	is	6 to 4	do.
Twenty-five do.	is	11 to 10	do.
Thirty do.	is	9 to 5	do.
Thirty-five do.	is	7 to 6	do.
Forty do.	is	10 to 9	do.
Forty-five do.	is	12 to 8	do.
Fifty do.	is	5 to 2	do.
Fifty-five do.	is	21 to 20	do.
Fifty-six do.	is	7 to 5	against the dealer.
Fifty-seven do.	is	7 to 4	do.
Fifty-eight do.	is	3 to 2	do.
Fifty-nine do.	is	Even betting.	
Sixty do.	is	2 to 1	in favour of the dealer.

Within

Within twenty holes of the game, if the non-dealer leads his adversary three points, the game is even. But nearer the end, a point or two makes an essential difference:—As thus, the dealer wanting twenty points of the game, and his opponent seventeen, it is five to four against the dealer.

The dealer wanting fourteen points, and his adversary nine, or should the dealer want eleven, and his adversary seven, the game is equal. But the dealer wanting three points, and his opponent four, it is five to four in favour of the dealer, from his chance of playing out, for which he should always be careful to retain small cards, though by so doing he breaks his hand.

Within fifteen points of the game, the dealer leading his adversary five points, it is three to one in favour of the dealer: when within a lesser number of points, still leading his adversary five, it is from eight to ten to one in favour of the dealer, and exactly ten to one in his favour, if he wants but six points, and his antagonist eleven.

The dealer leading his opponent ten points, at any period of the game, it is four or five to one in his favour, and if near the end, it is ten or twelve to one, and a good twelve to one if he wants but six points, and the non-dealer sixteen.

The non-dealer leading his adversary five points, at any period of the game, before he attains thirty-one holes, it is six to five against the dealer.

If the dealer is thirty-one holes, and his opponent thirty-six, it is six to four against the dealer.

If the dealer is thirty-six holes, and his adversary forty-one, it is seven to four against the dealer.

The dealer wanting sixteen points of the game, and the non-dealer eleven points, it is twenty-one to twenty in favour of the dealer.

SIX-CARD CRIBBAGE.

THIS game is so exactly similar to five-card cribbage, that any person playing that well, must play this equally so. It consists of pairs, sequences, flushes, &c. and the points are reckoned and marked precisely in the same manner, except that at the beginning of the game, the non-dealer is *not* to score any holes for the last, and all the cards must be played out; that is, when either party has made the end-hole, the remaining cards in hand must be played, scoring for the pairs or fifteens, &c. they may form. Remember, that when last player, you should endeavour to retain close cards in hand, as they may enable you to acquire four points in playing. As thus:

If the two last cards you hold, are a seven and an eight, and your opponent has but one card, it is but five and a half to one, that such card is either a six or a nine, and in such case you will obtain four points. On the contrary, if your two last cards were a queen and a nine, or any others distant from each other, you would only win the end-hole, as it would be impossible to come in for a sequence.

Again, if your two last cards are a pair, and your antagonist has but one card, if he is player, you will gain three points. And when your adversary has no cards left, you should invariably endeavour

endeavour to retain a pair, or such cards as form fifteen, by which you will always gain three holes.

On the different Stages of the Game, pointing out when you have your Complement of Points, and when not, with Directions for playing the Cards accordingly.

The dealer is supposed to have some trifling advantage.

The dealer is entitled to twenty-five points by his hand, crib, and next hand. Thus, at his second deal, if his peg is in the twenty-fifth hole of the board, he has his complement of points; the same at his third deal, if he is within eleven points of the game.

If the non-dealer by his first hand attains the eleventh hole in the board, he will have the best of the game; for he is entitled to expect he shall make his second deal, with his front peg in the thirty-sixth hole, and by which he will probably win the game, by his hand, crib, and next hand.

Being dealer, and your adversary having above his complement of points, you must play your game accordingly. Thus, if you have good cards, endeavour to make as many points as possible by pairing, fifteens, &c. On the contrary, if your cards are indifferent, you must play off, to prevent your adversary from obtaining points.

THE GAME OF PIQUET.

THIS game is played by two persons, with thirty-two cards, which are, the ace, king, queen, knave, ten, nine, eight, and seven of every suit.

Explanatory Table of the Terms used in playing.

Talon, or stock, is the eight remaining cards, after twelve are dealt to each person.

Repique, is when one of the players counts thirty points in hand, before his adversary has, or can count one, when, instead of reckoning thirty, he reckons ninety, and proceeds above as many points as he could above thirty.

Pique, is when the elder hand counts thirty in hand or play before the adversary counts one; in which case, instead of thirty, it reckons for sixty, to which is added as many points as may be reckoned above thirty.

Capot, is when either party makes every trick, which counts for forty points.

Cards, is the majority of the tricks, which reckons for ten points.

Carte Blanche, is not having a pictured card in hand, which reckons for ten points, and takes place of every thing else.

Quatorze, is the four aces, kings, queens, knaves, or tens, and reckons for fourteen points.

Point,

Point, is the number of cards of the same suit, and are reckoned by their pips, the ace for eleven, the pictured cards for ten, and count for as many points as cards.

Tierce, is three successive cards of the same suit, and counts for three points. There are six kinds of tierces, viz. ace, king, queen, called tierce major, down to nine, eight, seven, a tierce-minor.

Quart, is four successive cards of the same suit, and reckons for four points. There are five kinds of quarts, viz. ace, king, queen, knave, called quart-major, down to ten, nine, eight, seven, a quart-minor.

Quint, is five successive cards of the same suit, and reckons for fifteen points. There are four kinds of quints, viz. ace, king, queen, knave, ten, called quint-major, down to knave, ten, nine, eight, seven, a quint-minor.

Sixieme, is six successive cards of the same suit, and reckons for sixteen points. There are three kinds of fixiemes, viz. ace, king, queen, knave, ten, nine, a fixieme-major, down to queen, knave, ten, nine, eight, seven, a fixieme-minor.

Septieme, is seven successive cards of a suit, and counts for seventeen points. There are two sorts, viz. from the ace to the eight inclusive, a septieme-major, and from the queen to the seven inclusive, a septieme-minor.

Huitieme, is eight successive cards of the same suit, and reckons for eighteen points.

Laws of the Game.

If either of the players has thirteen cards dealt him, it is at the option of the elder hand, either to
play

play the cards, or have a new deal, whichever he shall judge the most advantageous; but should either of the players have fourteen cards, or upwards, a new deal must take place.

Should the elder hand have thirteen cards, and choose to play them, he must put out one more than he takes in, as the younger hand must have his three cards. Should the younger hand have thirteen, the elder hand must take in the same cards as if the stock were right; and the younger hand must lay out three, and take in two. When either case occurs, he who has thirteen cards must inform his antagonist of his design before he takes in, as after he has seen his cards, the game must be played, under the penalty of playing twelve cards, which is reckoning nothing.

The player who takes in more cards than he lays out, or in playing is found to have more cards than he is entitled to, reckons nothing: whilst his adversary can count every thing he is possessed of, though inferior to what his opponent may have, under this circumstance.

Whoever plays with less than twelve cards, can reckon all he has, it being no fault to have too few cards; but his adversary always wants the last card, wherefore he cannot be capoted, when the other may for want of a twelfth card.

The player who omits, at the beginning, to reckon *carte blanche*, his point on the ace, &c. or any sequence he may have good in his hand, cannot afterwards reckon them.

Whoever forgets showing his point, sequence, &c. before he plays his first card, which he may have better than his opponent, cannot count them
after-

afterwards. In this case the elder hand, whose point, sequence, &c. or three of any sort, which ~~were~~ not allowed to be good, has a right, provided he has not played his second card, to reckon his game, which had not been called or shown.

At the conclusion of each game, the players must cut for deal, unless there is a previous agreement to deal alternately throughout the party.

Neither player can discard twice; and as soon as he has touched the stock, whatever cards he has discarded, cannot be again taken in.

No player can see the card he is to take in before he has discarded; wherefore, when the elder hand leaves any of the take-in cards, he must specify what number he takes in, or how many he leaves.

The player who has laid out less cards than he has taken in, and perceives his error before he has turned any of them, or mixed them with his own cards, is allowed to return the supernumerary cards, without incurring any penalty, provided always that his adversary has not taken in his cards; as in that case, he is at liberty either to play the cards, or to demand a new deal. Should the deal be played, the supernumerary card must be mixed with one of the two discards, after being seen by the players.

Whoever deals twice successively, and recollects himself before he has seen his cards, may compel his opponent to deal, though the latter has seen his cards.

Should the elder of hand call his point, or any thing else he may have to reckon, and his opponent reply it is good, but upon examination find himself

himself mistaken, he is allowed to reckon what he has that is good, on condition that he has not played; and likewise to set aside what was called by the elder hand, even though the first card should have been played.

The player who might have quatorze-aces, kings, queens, knaves, or tens, and has discarded one of them, and therefore reckons only three aces, kings, &c. which are allowed to be good, must tell his opponent with precision, what card he has laid out, as soon as he has played his first card, provided he is asked.

Should the pack be erroneous, that is to say, should there be two tens, or any other two cards of the same suit, or should there be a card supernumerary, or one deficient, the deal is void; but the preceding deal remains valid.

If there should be a faced card in dealing, there must be a fresh deal.

If there should be a faced card in the stock, the deal must stand good, unless it is the upper card, or the first of the three that belong to the dealer; but in case of two faced cards, a new deal necessarily ensues.

He who calls his game wrong, and does not correct himself before he begins to play, reckons nothing he has in his game; for if the adversary discovers it, at the beginning, middle, or end of the deal, he shall not only prevent his adversary from reckoning, but he shall himself reckon all he has good in his game, which the other cannot equal.

Any card which is separated, and has touched the board, is deemed to be played. Nevertheless,
if

if a card is played to the antagonist's lead, of a suit different from what has been played, he is entitled to take it up, and play another of the proper suit; for as there is no penalty for a renounce, there cannot be any for that; but if the player should have none of the suit led, and plays a card he did not intend, he is not permitted to take it up again after he has once quitted it.

Whoever says, *I play in such a suit*, and afterwards does not play that suit which he should play, in order to see the cards the dealer has left, is liable to be compelled by his opponent to play in what suit the latter chooses.

The player who, by accident, or otherwise, turns or sees a card appertaining to the stock, is to play in what suit his antagonist may fix upon.

The person who having left a card of the stock, mixes it with his discard, without showing it to his adversary, is obliged, after having named the suit he proposes leading, to show all his discard.

Rules and Maxims for playing.

ONE hundred and one points constitute the game, and the best and general mode of marking them is by cards, such as the 6 and 3 of any suit to denote the units, and the 6 and 3 of an opposite suit for the tens.

On commencing the game the parties must cut for the deal; the person cutting the lowest card is to deal. The non-dealer has considerable advantage from being elder hand.

The deal is made by giving two cards alternately until each party has twelve, and the remaining eight cards are placed on the table. The adversary must cut the cards before they are dealt; and if he should scatter or discover them, cut off but one card, or leave only one at the bottom, the dealer may shuffle the cards, and have them cut again.

There are three chances in this game, viz. the repique, pique, and capot, all of which may be made in one deal. Thus, the eldest hand having the point, four tierce-majors, four aces, four kings, and four queens, he will make thirteen points by playing the cards, and forty for the capot. Which are reckoned in this way; first,

Point	—	—	3 points
Four tierce-majors	—	—	12 do.
Four aces	—	—	14 do.
Four kings	—	—	14 do.
Four queens	—	—	14 do.
By play	—	—	13 do.
Capot	—	—	40 do.
			<hr/>
Total			110 points
			<hr/>

To pique your antagonist you must be elder hand; for, if you are the younger hand, your adversary will reckon one for the first card he plays; and then your having counted twenty-nine in hand, even if you win the first trick, will not authorize you to count more than thirty.

When you have *carte blanche* you must let your adversary discard, and when he is going to take his share from the talon, you must, before he has touched

touched it, show your twelve cards, and your adversary must not touch the cards he has discarded.

The players having examined their hands, the elder hand takes the five cards which seem the least necessary for his advantage, and laying them aside takes as many from the *talon* or heap that is left; and the youngest hand lays out three, and takes in the last three of the *talon*.

In discarding, the first intention in skilful players is to gain the cards, and to have the point, which most commonly engages them to keep in that suit, of which they have the most cards, or that which is their strongest suit; for it is convenient to prefer, sometimes, forty-one in one suit to forty-four in another, in which a quint is not made; sometimes, even having a quint, it is more advantage to hold the forty-one, where, if one card only is taken, it may make it a quint-major, gain the point, or the cards, which could not have been done by holding the forty-four, at least without any extraordinary take-in.

You must also endeavour, in laying out, to get a quatorze, that is, four aces, kings, queens, knaves, or tens, each of which counts for fourteen, and is therefore called a quatorze; the fourteen aces hinder the counting fourteen kings, &c. and by that authority you may count a lesser quatorze, as of tens, although your adversary may have fourteen kings, &c. because the stronger annuls the weaker; and also, in the want of a lesser quatorze, you may count three aces, three kings, three queens, three knaves, or three tens. It is good to take three aces, and they are better than three kings; and he who has them may, by virtue thereof, count
his

his three tens, although the adversary may have three kings; in favour of a quatorze you count not only any lesser quatorze, but also all the threes which you have, except of nines, eights, and sevens.

The same is to be observed in regard to the huitiemes, septiemes, fixiemes, quintes, quarts, and tierces, to which the player must have regard in his discarding, so that what he takes in may make them for him.

The point being selected, the eldest hand declares what it is, and asks if it is good: if his adversary has not so many, he answers, *it is good*; if he has just as many, he answers, *it is equal*; and if he has more, he answers, *it is not good*: he who has the best, counts as many for it as he has cards which compose it; and whoever has the point counts it first, whether he is eldest or youngest; but if the points are equal, neither can count: it is the same when the two players have equal tierces, quarts, quintes, &c.

The points, the tierces, quarts, quintes, &c. are to be shown on the table, that their value may be seen and reckoned; but you are not obliged to show quatorzes, or three aces, kings, &c.

After each has examined his game, and the eldest, by the questions he asks, sees every thing that is good in his hand, he begins to reckon. The *carte blanche* is first reckoned, then the point, then the sequences, and lastly the quatorzes, or threes of aces, kings, &c. after which he begins to play his cards, for each of which he counts one, except it is a nine or an inferior one.

After

After the elder hand has led his first card, the younger shows his point, if it is good, also the sequences, quatorzes, or threes of aces, kings, &c. or *carte blanche* if he has it; and having reckoned them all together, he takes the first trick if he can with the same suit, and counts one for it; if he cannot, the other turns the trick and continues; and when the younger hand can take the trick, he may lead which suit he pleases.

To play the cards well, you must know the strength of your game, that is, by your hand you should know what your opponent has discarded, and what he retains. To do this, be particularly attentive to what he shows and reckons.

As there are no trumps at piquet, the highest card of the same suit wins the trick.

If the elder hand has neither point, or any thing to reckon, he begins to count from the card he plays, which he continues till his adversary wins a trick, who then leads in his turn. He who wins the last trick counts two. When the tricks are equal neither party counts for them.

Calculations, illustrating how to discard any Hand well.

THE chance of an elder hand's taking in one certain card, is three to one against him.

That of his taking in two certain cards, is eighteen to one against him.

I would know what are the odds that an elder hand takes in four aces?

		Agst. him. for him.	
<i>Ans.</i> That he takes in 4 aces, is	986 to	1	
At least 3 of them, is about	33 to	1	
2 of them ———	3 to	1	
1 of them ———	2 to	5	

If an elder hand has one ace dealt him, what are the odds that he takes in the other three?

		Agst. him. for him.	
<i>Ans.</i> That he takes in the 3 aces	113 to	1	
At least 2 of them, about	6 to	1	
1 of them ———	2 to	3	

If an elder hand has two aces dealt him, what are the odds that he takes in the other two?

		Agst. him. for him.	
<i>Ans.</i> That he takes in the other } 2 aces, is	18 to	1	
At least 1 of them, is near 5 to } 4 against him, or	21 to	17	

In case the elder hand has two aces and two kings dealt him, what are the odds that he takes in either the two aces or two kings remaining?

		Agst. him. for him.	
<i>Ans.</i> It is about —	17 to	2	

Elder hand having neither ace nor king dealt him, what is his chance to take in both an ace and a king in 2, 3, 4, or 5 cards?

		Agst. him. for him.	
<i>Ans.</i> In 2 cards, is about	11 to	1	
In 3 cards ———	4 to	1	
In 4 cards ———	9 to	5	
In 5 cards ———	33 to	51	

What

What are the odds that a younger hand takes in two certain cards?

Ans. — — — Agst. him. for him.
62 to 1

What are the odds that a younger hand takes in three certain cards?

Ans. — — — Agst. him. for him.
1139 to 1

The younger hand having no ace dealt him, what chance has he for his taking one?

Ans. It is — — — Agst. him. for him.
28 to 29

If the younger hand has one ace dealt him, what are the odds of his taking in one or two of the three remaining aces?

Ans. That he takes in two of } Agst. him. for him.
them, is about } 21 to 1
At least one of them — 3 to 2

What are the odds that the younger hand takes in one certain card?

Ans. That he does not take it } Agst. him. for him.
in, is — } 17 to 3

What are the odds of a *carte blanche*?

Ans. — — — Agst. him. for him.
1791 to 1

Calculations for betting, from Mr. HOYLE.

IT is five to four that the elder hand wins the game.

It

It is about two to one that the elder hand does not lurch the younger hand.

It is near four to one that the younger hand does not lurch the elder hand.

Suppose A and B make a Party at Piquet.

A has the hand; what are the odds that *A* wins the party?

Ans. About twenty-three to twenty.

If *A* has one game, and *B* one game, he who is eldest hand has above five to four to win the party.

If *A* has two games love before they cut for the deal, the odds are above four to one that he wins the party.

If *A* has two games love, and *A* has the hand, the odds are above five to one that he wins the party.

If *B* has the hand when *A* is two love, the odds in favour of *A* are about three and a half to one.

If *A* has two games, and *B* one, before they cut, the odds in favour of *A* are about two to one.

If *A* has the hand, and two games to one, the odds are about eleven to four.

If *B* has the hand when *A* is two games to one, the odds in favour of *A* are about nine to five.

If *A* is one game love, and elder hand, the odds in favour of *A* are about seventeen to seven.

If *A* has one game love, and younger hand, the odds in favour of *A* are about two to one.

THE GAME OF MATRIMONY

IS played with an entire pack of cards, by twelve or fourteen persons, and not less than five. The game consists of five chances, viz.

Matrimony, which is king and queen.

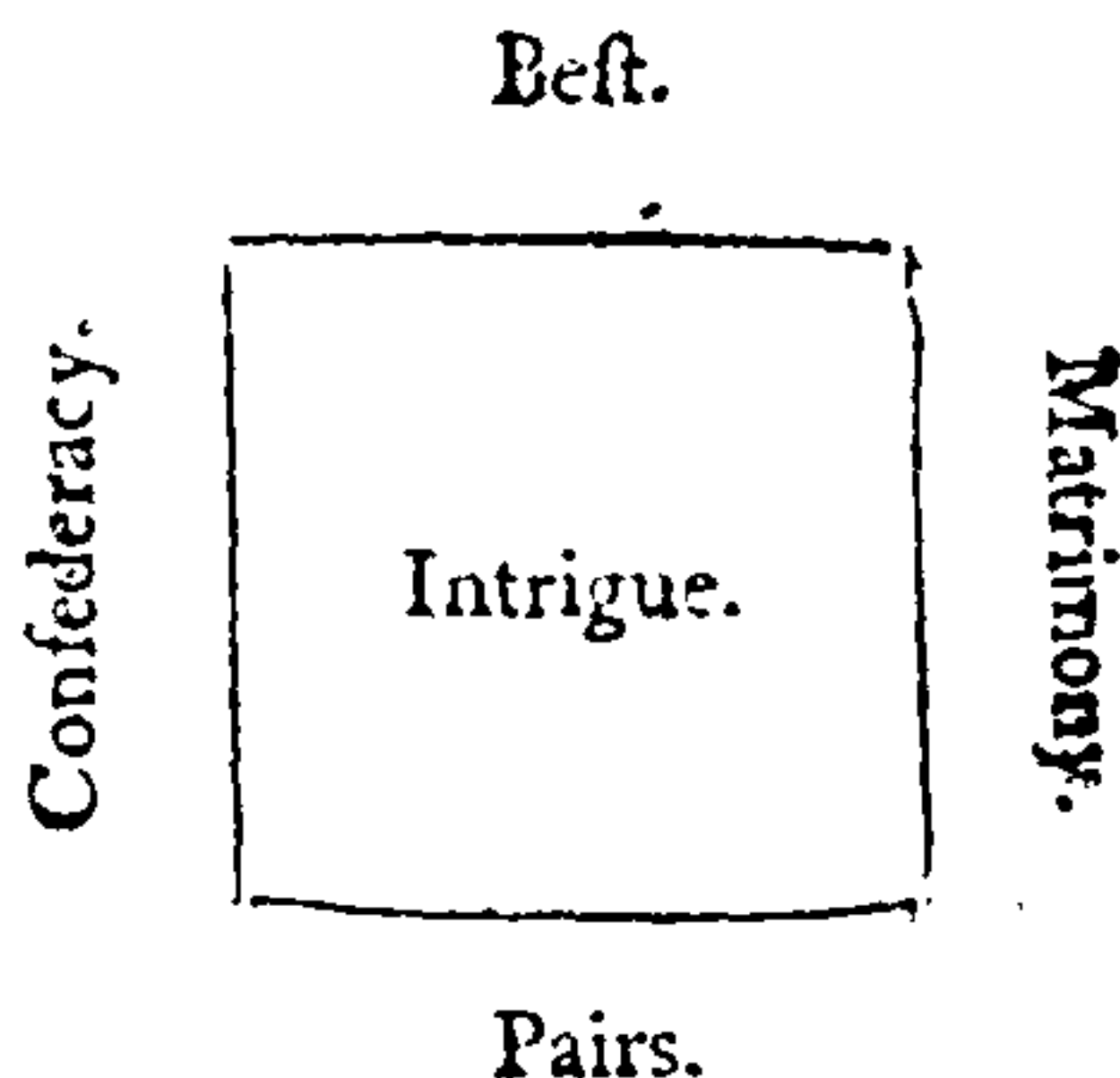
Confederacy, king and knave.

Intrigue, queen and knave.

Pair, two aces, or two kings, &c. and

Best, which is the ace of diamonds, after which, any other ace is so considered, then king, &c.

These different chances must be marked on a sheet of paper or board, thus:



Each player has a number of counters; the dealer then puts as many of them as he pleases, on either,

either, or all of these different chances, and the rest of the players must stake the same number of counters but one: that is, suppose the dealer puts on a dozen, the other players put on eleven. This done, the dealer gives each person two cards, beginning with the one on his left, who is eldest hand. He then deals round again one card to each, which he turns up. The person who has the ace of diamonds turned up, takes the whole pool. Observe, that the ace of diamonds in hand is of no more value than any other card. If the ace of diamonds is not turned up, each person discovers their cards, and if they have matrimony, confederacy, &c. each draws whatever number of counters there may be on that point. Observe, in case two parties should have matrimony, confederacy, &c. the elder hand wins.



THE GAME OF LANSQUENET.

THIS game may be played by almost any number of people, although only one pack of cards is used at a time, that is to say, during the deal. The dealer, who some think has an advantage, begins by shuffling the cards, and having them cut by any other person of the party; he deals out two cards on his left-hand, turning them up: then one for himself, and a fourth, which he places in the middle of the table, for the company, called

called the *rejouissance* card. Upon this card any, or all the company, except the dealer, may put their money, which the dealer is obliged to answer, by staking an equal sum to the whole that is put upon it by different persons. He continues dealing, and turning the cards upwards, one by one, till two of a sort appear; for instance, two aces, two deuces, &c. which in order to separate, and that no person may mistake for single cards, he places on each side of his own card; and as often as two, three, or the fourth card of a sort come up, he always places them, as before said, on each side his own. Any single card the company has a right to take and put their money upon, unless the dealer's own card happens to be double, which often occurs by this card being the same as one of the two hand-cards which he first of all dealt out on his left-hand: thus he continues dealing till he brings either their cards, or his own. As long as his own card remains undrawn he wins; and whichever card comes up first, loses. If he draws, or deals out the two cards on his left, which are called the hand-cards, before his own, he is entitled to deal again; the advantage of which is no other, than his being exempted from losing when he draws a similar card to his own immediately after he has turned up one for himself.

This game is often played more simply without the *rejouissance* card, giving every person round the table a card to put their money upon. Sometimes it is played by dealing only two cards, one for the dealer, and another for the company.

It should likewise be observed, that the sum to be placed upon any card, or number of cards, is
sometimes

sometimes limited, above which the dealer is not obliged to answer.

THE GAME OF QUINZE.

THIS is a French game, and its title implies *fifteen*, which is made as follows :

First the cards must be shuffled by the two players, as that is the usual number who play at this game. After they have cut for the deal, which is determined by the lowest card, the dealer is authorized to shuffle them again; after this the adversary cuts them, when the dealer gives one card to his opponent, and another to himself. Should the dealer's adversary not approve of his cards, he is entitled to have as many cards given him successively, as will make fifteen, or come nearest to that number, which are commonly given from the top of the pack. Example: If he should have a deuce, and draws a five, which amount to seven, he must continue going on, in expectation of coming nearer fifteen; should he draw an eight, which make just fifteen, he, as eldest hand, is certain of winning the game; but should he over-draw himself, and make more than fifteen, he loses, unless the dealer should do the same, which circumstance constitutes a draw game, and they consequently double the stakes; thus persevering till one of them wins the game, by standing and being nearest fifteen.

Upon

Upon the close of each game, the cards are packed and shuffled, when the players again cut for deal, the advantage being invariably for the elder hand.

THE GAME OF CHESS.

THE game is played by two persons, upon a board containing sixty-four squares, with figures, or pieces, made of ivory, or wood, called kings, queens, bishops, knights, officers, rooks, and pawns.

Directions for placing the Pieces, and Rules for moving them, &c.

THE king and his officers, being eight pieces, are placed upon the first line of the board, the white corner of it being towards your right-hand.

The white king must be upon the fourth black square; the black king upon the fourth white square: opposite to each other.

The white queen must be upon the fourth white square, on the left of her king. The black queen upon the fourth black square, on the right of her king.

The bishops must be placed on each side of the king and queen.

The knights must stand on each side of the bishops.

The rooks in the two corners of the board, next to the knights.

The eight pawns to be placed upon the eight squares of the second line.

The pieces, and pawns, on the side of the king, take their names from him, as those on the side of the queen do from her, and are called the pawns of the bishop, of the king, of the bishop, or of the queen, &c.

The squares are named from the pieces, viz. Where the king stands, is called the square of the king; where his pawn stands, is called the second square of the king: that before the pawn is called the third square of the king: that beyond it is called the fourth square of the king: and so of all the rest.

The king moves every way, but only one square at a time.

The king may leap once in the game, either on his own side, or on the side of his queen (viz. the rook is moved into the next square to the king; and the king moves to the square on the other side of him, which is also called casting), provided no piece is between him and the rook; nor after this rook hath been moved: nor after the king hath been moved: nor when the king is in check; nor when the square, over which he means to leap, is viewed by an adverse man, who would check him in his passage.

The kings must always be one square distant from each other.

The queen hath the move of the rook, and the bishop. She moves in a straight line, and also angularly.

The

The bishops move only angularly.

The knights move obliquely, upon every third square, including that which they stood on, from black to white, and from white to black, over the heads of the men.

The rooks move in a right line.

A pawn moves in a straight line forward, and takes the enemy angularly. He may be moved two squares the first move.

If the square over which your pawn leaps, is viewed by a contrary man, that man may take the pawn in his passage, and then he must place himself in the square over which the pawn leaps.

After the first move, a pawn can only move one square at a time. All the rest of the men move forward or backward.

When a pawn gets at the head of the board upon the first line of the adversary, he may be changed for any one of the pieces, which you have lost in the course of the game.

The men take the adversary's men, who stand in their way, provided the road lies open to them; or they may refuse it if they think proper.

You must set down your men in the same square in which you take the contrary man.

The men can move the whole length or breadth of the board, or from one angle to the other, except the king, knights, and pawns.

When the adversary king is in a situation to be taken by you, you must say *check* to him; by which you give him warning to defend himself, either by changing his place, or by covering himself with one of his own men, or by taking the man who

assaults him: if he can do none of these things he is *check-mated*.

The king cannot change his square, if he, by so doing, goes into check.

When the king has no man whom he can play, and is not in check, yet is so blocked up that he cannot move without going into check, this position is called a *stale-mate*. In this case the king who is stale-mated wins the game.

The Laws of Chess.

IF you touch your man you must play it, and if you quit it, you cannot re-call it.

If by mistake, or otherwise, you play a false move, and your adversary takes no notice of it till he has played his next move, neither of you can re-call it.

If you misplace your men, and play two moves, your adversary is entitled to choose whether he will permit you to begin the game or not.

If your adversary plays, or discovers a check to your king, and gives no notice of it, you may let him stand so till he gives notice.

After your king has moved you cannot castle.

Maxims for playing, with Observations from Mr. HOYLE.

YOU ought to move your pawns before you stir your pieces, and afterwards to bring out your pieces to support them; therefore the kings, queens, and

and bishops' pawns should be the first played, in order to open your game well.

You are not, therefore, to play out any of your pieces early in the game, because you thereby lose moves, in case your adversary has it in his power, by playing a pawn upon them, to make them retire, and also opens his game at the same time: especially avoid playing your queen out, till your game is tolerably well opened.

Avoid giving useless checks, and never give any, unless you thereby gain some advantage, because you may lose the move if he can either take or drive your piece away.

Never crowd your game by having too many pieces together, for fear of choking up your passage, so as to hinder your advancing or retreating your men as occasion may require.

If your game happens to be crowded, endeavour to free it by making exchange of pieces or pawns, and castle your king as soon as you conveniently can.

Endeavour to crowd the adversary's game, which is to be done thus: when he plays out his pieces before he does his pawn, you are to attack them as soon as you can with your pawns, by which you may make him lose moves, and consequently crowd him.

Never attack the adversary's king without a sufficient force; and if he attacks your king, and you have it not in your power to attack his, you are to offer exchanges with him; and if he retires, when you present a piece to exchange, he may lose a move, and consequently you gain an advantage.

Play your men in so good guard of one another, that if any man you advance be taken, the adverse piece may also be taken by that which guarded yours: and for this purpose be sure to have as many guards to your piece, as you see your adversary advances pieces upon it; and if you can, let them be of less value than those he assails with. If you find that you cannot well support your piece, see if, by attacking one of his that is better, or as good, you cannot thereby save your own.

Never make an attack but when well prepared for it, nor give useless checks, for thereby you open your adversary's game, and make him ready prepared to pour in a strong attack upon you, as soon as your weak one is over.

Never play any man till you have examined whether you are free from danger by your adversary's last move; nor offer to attack till you have considered what harm he would be able to do you by his next moves, in consequence of yours, that you may prevent his design, if hurtful, before it be too late.

When your attack is in a prosperous way, never be diverted from pursuing your scheme (if possible) on to giving him mate, by taking any piece, or other advantage your adversary may purposely throw in your way, with the intent, that by your taking that bait, he might gain a move that would make your design miscarry.

When you are pursuing a well-laid attack, but find it necessary to force your way through your adversary's defence, with the loss of some pieces; if, upon counting as many moves forward as you can,

can, you find a prospect of success, rush on boldly, and sacrifice a piece or two to gain your ends: these bold attempts make the finest games.

Never let your queen stand so before your king, as that your adversary, by bringing a rook or a bishop, might check your king if she were not there, for you might hardly chance to save her.

Let not your adversary's knight (especially if duly guarded) come to check your king and queen, or your king and rook, or your queen and rook, or your two rooks, at the same time; for in the two first cases, the king being forced to go out of check, the queen or the rook must be lost; and in the two last cases, a rook must be lost, at best, for a worse piece.

Take care that no guarded pawn of your adversary's fork two of your pieces.

When the kings have castled on different sides of the board, the adversary must advance upon the other king the pawns he has on that side of the board, taking care to bring his pieces, especially his queen and rooks, to support them; and the king that has castled is not to stir his three pawns till forced to it.

In playing the game, endeavour to have a move as it were in ambuscade; what is meant by it is, to place the queen, bishop, or rook, behind a pawn, or a piece, in such a manner, as that upon playing that pawn, or piece, you discover a check upon your adversary's king, and consequently may often get a piece, or some other advantage, by it.

Never guard an inferior piece with a better, if you can do it with a pawn, because that better piece may in that case be, as it were, out of play; for

for the same reason, you ought not to guard a pawn with a piece, if you have it in your power to guard it with a pawn.

A pawn passed, and well supported, often costs the adversary a piece. And if you play to win the game only, whenever you have gained a pawn, or any other advantage, and are not in danger of losing the move thereby, make as frequent exchanges of pieces as you can.

If you have three pawns each upon the board, and no piece, and you have one of your pawns on one side of the board, and the other two on the other side, and your adversary's three pawns are opposite to your two pawns, march with your king as soon as you can, to take his pawns; and if he goes with his king to support them, go on to queen with your single pawns; and if he goes to hinder him, take his pawns, and push the others to queen. This shows the advantage of a passed pawn.

At the latter end of a game, each party having only three or four pawns on different sides of the board, the kings are to endeavour to gain the move, in order to win the game. For example: If you bring your king opposite to your adversary's king, with only one house between you, you will have gained the move.

When your adversary has his king and one pawn on the board, and you have your king only, you will never lose that game, if you can bring your king to be opposite to your adversary's, when he is immediately either before or on one side of his pawn, and there is only one house between the kings.

When

When your adversary has a bishop and one pawn on the rook's line, and his bishop is not of the colour that commands the corner-house his pawn is going to, and you have only your king, if you can get into that corner, you cannot lose that game, but may win it by a stale.

When you have greatly the disadvantage of the game, having only your queen left in play, and your king happens to be in the position of stale-mate, keep giving check to your adversary's king, always taking care not to check him where he can interpose any of his pieces that make the stale; so doing, you will at last force him to take your queen, and then you win the game by being in a stale-mate.

Never cover a check with a piece that a pawn pushed upon it may take, for fear of only getting that pawn for it.

Always take care that your adversary's king has a move, for fear of giving a stale-mate; therefore do not crowd him up with your pieces, lest you inadvertently give one.

Illustrations and Applications of some of the preceding Maxims and Observations, from Mr. HOYLE.

WHETHER you play the open game, or the close game, be sure you bring out all your pieces into play before you begin to attack; for if you do not, and your adversary does, you will always attack, or be attacked, at a great disadvantage: this is so essential, that you had better forego an advantage than deviate from it; and I may venture
to

to pronounce, that no person can ever play well at this game, that does not put this rule strictly in practice: and do not let any body imagine, that these preparatory moves are useless, because he does not receive an immediate advantage from them; they are just as necessary, as it is at whist to deal thirteen cards round before you begin to play. In order to bring out your pieces properly, I would advise to push on your pawns first, and support them with your pieces; and you will receive this advantage from it, that your game will not be crowded: I mean by this, that all your pieces will be at liberty to play and assist each other, and to co-operate towards obtaining your end: and this farther is to be observed, that, either in your attack, or defence, you bring them out so as not to be drove back again.

When you have brought out all your pieces, as I have premised, which you will have done very well, especially if you have your choice on which side to castle (which I would always advise to do), I would then pause a while, and consider thoroughly my own and my adversary's game, and from his situation, and observing where he is weakest, I would not only take my resolution where to castle, but likewise where to begin my attack; and it stands to reason you cannot do it in a better place than where you are strongest, and your enemy weakest. By this method, it is very probable that you will be able to break through your adversary's game, in which fray some pieces must of course be exchanged. But now pause again, and survey both games attentively, and do not let your impetuosity hurry you on too far with

with this first success; and my advice to you now in this critical juncture (especially if you still find your adversary pretty strong) is, to rally your men again, and put them in good order for a second or third attack, if needful, still keeping your men close and connected together, so as to be of use to each other: for want of this method, and a little coolness, I have often seen an almost sure victory snatched out of a player's hands, and a total overthrow ensue. But if, after all, you cannot penetrate so far as to win the game, nevertheless, by observing these directions, I apprehend you may still be very sure of having a well-disposed game: and this brings me to the third part of the game, which is the conclusion.

And now that I am come to the last period of the game, which abounds also with difficulties and niceties, it must be observed, when your pawns are strongest, best connected together, and nearest to queen, you must likewise mind how your adversary's pawns are disposed, and in what degree of preferment they are, and compare these things together; and if you find you can get to queen before him, you must proceed without hesitation; if not, you must hurry on with your king to prevent him: I speak now, as supposing all the noble-men are gone; if not, they are to attend your pawns, and likewise to prevent your adversary from going to queen.

General Rules, from Mr. HOYLE.

DO not be too much afraid of losing a rook for an inferior piece: my reason is this; although a
rook

rook is better than any other, except the queen, yet it seldom comes into play, so as to operate, until the end of the game; and therefore it happens very often, that it is better to have a less good piece in play than a better out.

When you have moved a piece, so that your adversary drives you away with a pawn, take it for granted (generally speaking) that it is a bad move, your enemy gaining that double advantage over you, of advancing himself, and making you retire: I think this deserves attention; for although the first move may not be much, between equal and good players, yet the loss of one or two more, after the first, makes the game almost irretrievable. Also, if you defend and can recover the move, or the attack (for they both go together), you are in a fair way of winning.

If you make such a move as that, having liberty to play again, you can make nothing of it, take it for granted it is an exceeding bad one; for at this nice game no move can be indifferent.

If your game is such, that you have scarce any thing to play, it is your own fault, either for having brought out your pieces wrong, or, which is worse, not at all; for if you have brought them out right, you must have variety enough to play.

Do not be too much afraid of doubling a pawn; three pawns together are strong; but four, that make a square, with the help of other pieces well managed, make an invincible strength, and probably, in time of need, may produce you a queen: on the other side, two pawns, with an interval between, are no better than one; and if, imprudently, you should have three over each other in a line,

line, your game cannot be in a worse situation. Examine this on the table, and the truth of it will strike you. Your business therefore is, to keep your pawns close cemented and connected together; and it must be great strength on the other side that can overpower them.

When a piece is so attacked as that you cannot save it, give it up, and bestow your thoughts how to annoy your enemy in another place, whilst he is taking it; for it very often happens, that whilst your adversary is running madly after a piece, you either get a pawn or two, or such a situation as ends in his destruction.

Supposing your queen and another piece are attacked at the same time, and that by removing your queen you must lose your piece: in this case, if you can get two pieces in exchange for your queen, I would advise you rather to do it than retire; for observe, it is the difference of three pieces, which is more than the worth of the queen; besides that you keep your game entire, and preserve your situation, which very often is better than a piece; nay, rather than retire, I would give my queen for a piece, and a pawn or two, nay, almost for what I can get; for do but observe, amongst good players, this one thing (to convince you this advice is not bad), that when the attack and defence is thoroughly formed, and every thing prepared for the storm, if he that plays first is obliged, by the act of the person that defends, to retire, it generally ends in the loss of the game of the attacked side.

Do not aim at changing without reason; it is so far from being right, that a good player will take
I this

this advantage of it, that he will spoil your situation and mend his own: but in these following cases it is quite right; when you are strongest, especially by a piece, then every time you change, your advantage increases; this is so plain it needs no argument. Again, when you have played a piece, and your adversary opposes one to you, change directly, for it is plain he wants to remove you; prevent him, therefore, and do not lose the move.

Every now and then I would have you cast up your game, and make the balance, then take your measures accordingly.

At the latter end of the game especially, remember your king is a capital piece, and do not let him be idle; it is by his means, generally, you get the move and the victory.

Observe this also, that as the queen, rook, and bishop, operate at a distance, it is not always necessary in your attack to have them near your adversary's king; they do better at a distance, cannot be drove away, and prevent a stale-mate.

When you have a piece that you can take, and that cannot escape you, do not be in a hurry; see where you can make a good move elsewhere, and take it at your leisure.

It is not always right to take your adversary's pawn with your king, for very often it happens to be a safeguard and protection to your king.

When you can take a man with different pieces, do not do it with the first that occurs, but consider thoroughly with which you had best take it.

THE GAME OF BACK-GAMMON.

THIS game is played by two persons, upon a table divided into two parts, and marked with twenty-four lines, alternately black and white. Each person has also fifteen men, the one set black and the other white.

Directions for arranging the Men, with Observations.

IF you determine to play into the right-hand table, you must place two men upon the ace-point in your adversary's table, five upon the six-point in the opposite table; three upon the five, or cinque-point in the hithermost table, and five on the six-point in your own table. These men, in playing, are all to be brought round into your own table, and the number of points you are to play each time is determined by the number thrown with a pair of dice.

The first best throw upon the dice is *aces*, as it takes the six-point in the outer table, and secures the five or cinque-point in your own, by which your adversary cannot take his two men from your ace-point, either with fours, fives, sixes, five and four, six and four, or six and five.

The Laws of Back-Gammon.

IF you remove a man from any point, that man must be played; the same must be done if two men are removed.

Till a man is placed upon a point and quitted, it is not understood to be played.

No penalty is attached to playing with fourteen men, because, playing with a lesser number than you are entitled to is a disadvantage, as you have not the additional man to make up your tables.

If you bear any number of men before you have entered a man taken up, such men so borne must be entered in your adversary's tables, as well as the man taken up by him.

If you mistake a throw, and play it, and your adversary has also thrown, it cannot be altered but by mutual agreement.

*Calculations illustrating the different Chance on the
DICE.*

THE number of chances on two dice are thirty-six, as follows:

2 sixes	-	1	5 and 3 twice	-	2
2 fives, or cinques	-	1	5 and 2 do.	-	2
2 fours, or quatuors	-	1	5 and 1 do.	-	2
2 threes, or trois	-	1	4 and 3 do.	-	2
2 twos, or deuces	-	1	4 and 2 do.	-	2
2 ones, or aces	-	1	4 and 1 do.	-	2
6 and 5 twice	-	2	3 and 2 do.	-	2
6 and 4 do.	-	2	3 and 1 do.	-	2
6 and 3 do.	-	2	2 and 1 do.	-	2
6 and 2 do.	-	2			—
6 and 1 do.	-	2			18
5 and 4 do.	-	2			18
		—			—
		18	Total of chances,		
			on 2 dice		36
					—

It should be observed that for every doublet you throw, in bringing your men into your own table, you reckon double the number of points. Thus, if you throw fixes, which are twelve points, you play four-and-twenty, and in bearing the men, entitles the thrower to bear four.

You are entitled to throw eight points every time, as the following table will demonstrate.

2 aces	-	4	5 and 3 twice	16
2 deuces	-	8	5 and 2 do.	14
2 trois	-	12	5 and 1 do.	12
2 quatres	-	16	4 and 3 do.	14
2 cinqes	-	20	4 and 2 do.	12
2 fixes	-	24	4 and 1 do.	10
6 and 5 twice		22	3 and 2 do.	10
6 and 4 do.		20	3 and 1 do.	8
6 and 3 do.		18	2 and 1 do.	6
6 and 2 do.		16		
6 and 1 do.		14		
5 and 4 do.		18		

192	Divided by	294	Point..
	36	288	8
		6	

By the following table, the chance of throwing any certain die is demonstrated. — Suppose you want an ace, it is 25 to 11 against your throwing it, as thus:

1 3

2 aces

2 aces	-	1	4 and 1 twice	-	3
6 and 1 twice		2	2 and 1 do.	-	2
5 and 1 do.	-	2			—
3 and 1 do.	-	2			4
		—			7
		7			—

Total 11

Which deducted

from 36

—

25

The odds of entering a man, upon 1, 2, 3, 4, or 5 points, are as follows:

		for.	against.			for.	against.
To enter it	upon 1 point is	11	to 25	or about	{	4	to 9
	upon 2 points	20	16			5	4
	upon 3 points	27	9			3	1
	upon 4 points	32	4			8	1
	upon 5 points	35	1			35	1

The odds of hitting, with any chance, in the reach of a single die, are as follows:

		for.	against.			for.	against.
To hit	upon 1 is	11	to 25	or about	{	4	to 9
	upon 2	12	24			1	2
	upon 3	14	22			2	3
	upon 4	15	21			5	7
	upon 5	15	21			5	7
	upon 6	17	19			8½	9½

The

The odds of hitting with double dice are as follows:

		for. against.		for. against.	
To hit	{ upon 7	is	6 to 30	or about	{ 1 to 5
	{ upon 8		6 30		{ 1 5
	{ upon 9		5 31		{ 1 6
	{ upon 10		3 33		{ 1 11
	{ upon 11		2 34		{ 1 17
	{ upon 12 (or 26's)		1 36		{ 1 35

Maxims for Learners.

IF you play three up at back-gammon, your principal view, in the first place, is, either to secure your own or your adversary's cinque-point; when that is effected, you may play a pushing game, and endeavour to gammon your adversary.

The next best point (after you have gained your cinque-point) is to make your barr-point, thereby preventing your adversary's running with two fixes.

After you have proceeded thus far, you are, in the next place, to prefer the making your quatre-point in your own tables, rather than the quatre-point out of them.

Having gained these points, you have a fair chance to gammon your adversary, if he is very forward; for, suppose his tables are broke at home, it will be then your interest to open your barr-point, and to oblige him to come out of your tables with a fix; and having your men spread, you not only may catch that man which your adversary brings out of your tables, but you will also have a probability of taking up the man left in
your

your tables (upon supposition that he had two men there). And suppose he should have a blot at home, it will then be your interest not to make up your tables; because, if he should enter upon a blot, which you are to make for the purpose, you will have a probability of getting a third man; which, if accomplished, will give you, at least, four to one of the gammon; whereas, if you have only two of his men up, the odds are in his favour that you do not gammon him.

If you play for a hit only, one or two men taken up of your adversary's, makes it surer than a greater number, provided that your tables are made up.

When you carry your men home, in order to lose no point, you are to carry the most distant man to your adversary's barr-point, that being the first stage you are to place it on; the next stage is six points farther, viz. in the place where your adversary's five men are first placed out of his tables; the next stage is upon the sixth point in your tables. This method is to be pursued till your men are brought home, except two, when by losing a point, you may often save your gammon, by putting it in the power of two fives, or two fours, to save it.

If you play to win a hit only, you are to endeavour to gain either your own or your adversary's cinque-point; and if that fails, by your being hit by your adversary, and you find that he is forwarder than you, in that case you must throw more men into his tables. The manner of doing it is thus: put a man upon your cinque or barr-point, and if your adversary neglects to hit it,
you

you may then gain a forward game, instead of a back game; but if he hits you, you must play for a back game, and then the greater number of men which are taken up makes your game the better, because you will, by that means, preserve your game at home; and you must then always endeavour to gain both your adversary's ace and trois-points, or his ace and deuce-points, and take care to keep three men upon his ace-point, that if you chance to hit him from thence, that point may remain still secure to you.

At the beginning of a set do not play for a back game, because by so doing you would play to a great disadvantage, running the risk of a gammon to win a single hit.

RULES for playing the different Chances of the Dice, at the Commencement of the Game, for a GAMMON, or for a Hit.

TWO aces, to be played on your cinque-point and barr-point, for a gammon or for a hit.

Two fixes, to be played on your adversary's barr-point, and on your own barr-point, for a gammon, or for a hit.

*Two trois, two to be played on your cinque-point, and the other two on your trois-point in your own tables, for a gammon only.

†Two deuces, to be played on your quatre-point in your own tables, and two to be brought over from the five men placed in your adversary's tables, for a gammon only.

‡Two fours, to be brought over from the five
men

men placed in your adversary's tables, and to be put upon the cinque-point in your own tables, for a gammon only.

Two fives, to be brought over from the five men placed in your adversary's tables, and to be put upon the trois-point in your own tables, for a gammon, or for a hit.

Seize-ace, you are to take your barr point, for a gammon, or for a hit.

Seize-deuce, a man to be brought from the five men placed in your adversary's tables, and to be placed on the cinque-point in your own tables, for a gammon, or for a hit.

Six and three, a man to be brought from your adversary's ace-point, as far as he will go, for a gammon, or for a hit.

Six and four, a man to be brought from your adversary's ace-point, as far as he will go, for a gammon, or for a hit.

Six and five, a man to be carried from your adversary's ace-point, as far as he can go, for a gammon, or for a hit.

Cinque and quatre, a man to be carried from your adversary's ace-point, as far as he can go, for a gammon, or for a hit.

Cinque-trois, to make the trois-point in your table, for a gammon, or for a hit.

Cinque-deuce, to play two men from the five placed in your adversary's tables, for a gammon, or for a hit.

*Cinque-ace, to bring one man from the five placed in your adversary's tables for the cinque, and to play one man down on the cinque-point in your own tables for the ace, for a gammon only.

Quatre-

Quatre-trois, two men to be brought from the five placed in your adversary's tables, for a gammon, or for a hit.

Quatre-deuce, to make the quatre-point in your own tables, for a gammon, or for a hit.

† Quatre-ace, to play a man from the five placed in your adversary's tables for the quatre, and for the ace to play a man down upon the cinque-point in your own tables, for a gammon only.

Trois-deuce, two men to be brought from the five placed in your adversary's table, for a gammon only.

Trois-ace, to make the cinque-point in your own tables, for a gammon, or for a hit.

* Deuce-ace, to play one man from the five men placed in your adversary's tables for the deuce; and for the ace, to play a man down upon the cinque-point in your own tables, for a gammon only.

RULES for playing the Chances marked () when for a HIT only.*

* TWO trois, two of them are to be played on your cinque-point in your own tables, and with the other two you are to take the quatre-point in your adversary's tables.

† Two deuces, two of them are to be played on your quatre-point in your own tables, and with the other two you are to take the trois-point in your adversary's tables.

The two foregoing cases are to be played in this manner, for this reason, viz. that thereby you avoid

avoid being shut up in your adversary's tables, and have the chance of throwing high doublets, to win the hit.

*Two fours, two of them are to take your adversary's cinque-point in his tables: and for the other two, two men are to be brought from the five placed in your adversary's tables.

*1. Cinque-ace, play the cinque from the five men placed in your adversary's tables, and play the ace from your adversary's ace-point.

*2. Quatre-ace, play the quatre from the five men placed in your adversary's tables, and play the ace from the men on your adversary's ace-point.

*3. Deuce-ace, play the deuce from the five men placed in your adversary's tables, and play the ace from your adversary's ace-point.

N. B. The three last chances are played in this manner, for the following reason:—by laying an ace down in your adversary's tables, you have a probability of throwing deuce-ace, trois-deuce, quatre-trois, or seize-cinque, in two or three throws; in any of which cases you are to take a point, which gives you vastly the better of the hit.

You may observe, by the directions given in this chapter, that you are to play nine chances out of the thirty-six in a different manner, for a single hit, to what you would do when playing for a gammon.

Particular DIRECTIONS for playing, with OBSERVATIONS.

BY the directions given to play for a gammon, you are voluntarily to make some blots, the odds being in your favour that they are not hit; but should it so happen that any blot is hit, as in this case you will have three men in your adversary's tables, you must then endeavour to secure your adversary's cinque, quatre, or trois-point, to prevent a gammon, and must be very cautious how you suffer your adversary to take up a fourth man.

Take care not to crowd your game at any time, if possible. What is meant by crowding a game, is the putting many men either upon your trois or deuce-point in your own tables; which is, in effect, losing of those men by not having them in play.

Besides, by crowding your game, to attempt to save a gammon, you are often gammoned; because, when your adversary finds your game open, by being crowded in your own tables, he may then play his game as he thinks fit.

By recourse had to the calculations, you may know what are the odds of your entering a single man upon any certain number of points, and by that means you may play your game accordingly.

If you are obliged to leave a blot, by recourse had to the calculations for hitting it, you will find the chances for and against you, and consequently you will be enabled to judge how to play your game to the greatest advantage.

You will also find by the calculations the odds for and against you, upon being hit by double dice, and consequently you will have it in your power to choose such a method of play as is most to your advantage.

If it is necessary to make a run, in order to win a hit, and you would know to a point which is forwardest, your adversary, or you, take the following method :

Begin with reckoning how many points you must have to bring home to your seize-point in your own tables the man that is at the greatest distance from it, and do the like by every other man that is abroad ; when the numbers of those absentees are summed up, add to them the following numbers for those already on your own tables (supposing the men that were abroad as on your seize-point for bearing), namely, six for every man on the seize-point, five for every man on the cinque-point, four for every man on the quatre-point, three for every man on the trois-point, two for every man on the deuce-point, and one for every man on your ace-point. Do the like to your adversary's game, and then you will know which of you is forwardest, and likeliest to win the hit.

If your adversary is greatly before you, never play a man from your quatre, trois, or deuce-points, in order to bear that man from the point where you put it, because that nothing but high doublets can give you any chance for the hit : therefore, instead of playing an ace or a deuce from any of the aforesaid points, always play them from your seize or highest point : by which means you
will

will find, that throwing two fives, or two fours, will, upon having eased your feize and cinque-points, be of great advantage to you: whereas, had your feize-point remained loaded, you must, perhaps, be obliged to play at length those fives and fours.

Whenever you have taken up two of your adversary's men, and that you happen to have two, three, or more points made in your own tables, never fail spreading your men, in order either to take a new point in your tables, or to be ready to hit the man your adversary may happen to enter. As soon as he enters one of his men, you are to compare his game with yours; and, if you find your game equal to his, or better, never fail taking his man up if you can, because it is 25 to 11 against his hitting you; which chance being so much in your favour, you ought always to run that risque, when you have already two of his men up.

There is this exception to this rule, that if you play for a single hit only, and that your playing that throw otherwise gives you a better chance for the hit, you ought not to take up that man.

Never be deterred from taking up any one man of your adversary's by the apprehension of his hitting you with double dice, because the fairest probability your adversary has of hitting you, is 5 to 1 against him.

If you should happen to have five points in your tables, and to have taken up one of your adversary's men, and are obliged to leave a blot out of your tables, take care, if it is in your power, rather to

leave it upon doublets, than any other chance, because doublets are 35 to 1 against his hitting you, and any other chance is but 17 to 1 against him.

Two of your adversary's men in your tables are better, for a hit, than any greater number, provided your game is forwardest; because his having three or more men in your tables, gives him more chances to hit you, than if he had only two men in them.

If you are to leave a blot upon your entering of a man upon your adversary's tables, or otherwise, and have it in your choice to leave it upon what point you please, always chuse that which is the most disadvantageous to him. To illustrate this by an example, let us suppose it is his interest to hit you, or take you up as soon as you enter, in that case you are to leave the blot upon his lowest point; that is to say, upon his deuce-point, rather than upon his trois-point, or upon his trois-point preferably to his quatre point, or upon his quatre-point preferably to his cinque-point; because (as has been mentioned before) all the men your adversary plays upon his trois or his deuce-points are deemed as lost, being in a great measure out of play, those men not having it in their power to make his cinque-point, and consequently his game will be crowded there and open elsewhere, whereby you will be able also much to annoy him.

To prevent your adversary from bearing his men to the greatest advantage, when you are running to save your gammon; as for instance, suppose you should have two men upon his ace-point, and several other men abroad, though you should lose
one

one point or two in putting your men into your tables, yet it is your interest to leave a man upon your adversary's ace-point; which will have this consequence, that it will prevent his bearing his men to his greatest advantage, and will also give you the chance of his making a blot, which you may chance to hit. But if, upon a calculation, you find that you have a throw, or a probability of saving your gammon, never wait for a blot, because the odds are greatly against hitting it.

CASES, put by way of Example, showing how to calculate the Odds of saving or winning a Gammon.

I. SUPPOSE your tables are made up, and that you have taken up one of your adversary's men; and suppose your adversary has so many men abroad as require three throws to put them in his tables:

Quere. Whether you have the better of a gammon or not?

Answer. It is about an equal wager that you gammon him.

Because, in all probability, you will have borne two men before you open your tables, and when you bear the third man, you will be obliged to open your feize or cinque-point; in that case it is probable that your adversary must take two throws before he enters his man in your tables, and two throws more before he puts that man into his own tables, and three throws more to put into his own tables the men which he has abroad, which in

all make seven throws: and as you have twelve men to bear, these probably will take seven throws in bearing, because you may twice be obliged to make an ace, or a deuce, before you can bear all your men.

N. B. No mention is made of doublets of either side, that event being equal to each party.

The foregoing case being duly attended to, shows it is in your power to calculate very nearly the odds of saving or winning a gammon upon most occasions.

II. Suppose I have three men upon my adversary's ace-point, and five points in my tables, and that my adversary has all his men in his tables, three upon each of his five highest points:

Quere. Whether the probability is for his gammoning me, or not?

Answer.

	<i>Points.</i>
For his bearing 3 men from his 6 point, is	18
from his 5 point, —	15
from his 4 point, —	12
from his 3 point, —	9
from his 2 point, —	6
	—
Total	60

To bring my 3 men from my adversary's ace-point to my seize-point in my tables, being for each 18 points, make in all

54

The remainder is 6

And as, besides the six points in your favour, there is a further consideration to be added for you, which

which is, that your adversary may make one or two blots in bearing, as is frequently the case; you see by this calculation, that you have greatly the better of the probability of saving your gammon.

N. B. This case is supposed upon an equality of throwing.

III. Suppose I leave two blots, either of which cannot be hit but by two double dice: to hit the one, that cast must be eight, and to hit the other it must be nine; by which means my adversary has only one die to hit either of them.

Quere. What are the odds of his hitting either of these blots?

Answer. The chances on two dice are in all 36

The chances to hit 8 are,	{	6 and 2 twice,	—	2
		5 and 3 twice,	—	2
		2 deuces,	—	1
		2 fours,	—	1
The chances to hit 9 are,	{	6 and 3 twice,	—	2
		5 and 4 twice,	—	2
		2 trois,	—	1
Total chances for hitting,				11
Remain for not hitting,				25

So that it is 25 to 11 that he will not hit either of those blots.

IV. To give another example, let us suppose that I leave two other blots than the former, which cannot be hit but by double dice, the one must be hit by eight, and the other by seven.

Quere. What are the odds of my adversary's hitting either of these blots?

Answer.

Answer. The chances on two dice are in all 36

The chances to hit 8 are,	{	6 and 2 twice,	—	2
		5 and 3 twice,	—	2
		2 fours,	—	1
		2 deuces,	—	1
The chances to hit 7 are,	{	6 and 1 twice,	—	2
		5 and 2 twice,	—	2
		4 and 3 twice,	—	2
Total chances for hitting,				12
Remain for not hitting,				24

Therefore it is two to one that I am not hit.

The like method is to be taken with three, four, or five blots upon double dice; or with blots made upon double and single dice at the same time; you are then only to find out (by the table of 36 chances) how many there are to hit any of those blots, and add them together in one sum, which subtract from the number 36, which is the whole of the chances upon two dice, resolves any question required.

V. The following cases are to show a way of calculating, which may be called a mechanical way of solving of questions of the like nature.

I would know what are the odds of throwing 7 twice, before 10 once?

Answer. It is 5 to 4 that 10 is thrown once before 7 is thrown twice, which is demonstrated as follows:

Suppose the stake depending is nine pounds, my first throw entitles me to have one third part of that money, because 7 has six chances for it, and 10 has

has but three chances, and therefore it is two to one.

	<i>l.</i>	<i>s.</i>	<i>d.</i>
For the first throw, ———	3	0	0
Having taken 3 <i>l.</i> out of the 9 <i>l.</i> for the first throw, the remainder is 6 <i>l.</i> out of which a third part is to be taken for the second throw, ^ ———	2	0	0
<hr/>			
The total is	5	0	0
Remains -	4	0	0
<hr/>			
The whole stake is	9	0	0
<hr/>			

VI. I would know what are the odds of entering a man upon any certain point in two throws?

Answer. Suppose 36 shillings is the whole stake depending, I would know what is my share of that stake, having laid 18 shillings that I enter in two throws? By the calculations in the table of 36 chances, it is found that I have 11 chances out of the 36 for entering the first throw, for which, therefore, I am entitled to 11 out of the 36 shillings.

	<i>s.</i>	<i>d.</i>
The stake is —	36	0
For the first throw	11	0
<hr/>		
Remains —	25	0
<hr/>		

The remainder being 25 shillings, is to be divided into 36 equal parts, of which I am entitled to eleven of those

parts,

parts, which makes 7s. 7½d. for the	s.	d.
second throw, ——— ———	7	7½
	<hr/>	

Adding this to the other 11 shillings, makes my share of the stake to be	18	7½
	<hr/>	

Then my adversary's share will be	17	4½
	<hr/>	

Total of the stake,	36	0
	<hr/>	

Therefore it is very nearly 15 to 14 in favour of entering a man upon any certain point in two throws.

Critical Case for a back Game.

I. Let us suppose *A* plays the fore game, and that all his men are placed in the usual manner.

For *B*'s game let us suppose, that 14 of his men are placed upon his adversary's ace-point, and 1 man upon his adversary's deuce-point, and that *B* is to throw.

Quere. Which game is likeliest to win the hit?

Answer. *A*'s is the best by gold to silver, or 21 for to 20 against; because, if *B* misses an ace to take his adversary's deuce-point, which is 25 to 11 against him, *A* is, in that case, to take up *B*'s men in his tables, either singly, or to make points; and if *B* secures either *A*'s deuce or trois-point, in that case *A* is to lay as many men down as possible, in order to be hit, that thereby he may get a back game.

When you are pretty well versed in the game of back-gammon, by practising this back game, you will

will become a greater proficient in the game than by any other method, because it clearly demonstrates the whole power of the back game.

II. *Back game.* Let us suppose *A* to have five men placed upon his seize-point, five men upon his quatre-point, and five men upon his deuce-point, all in his own tables.

And let us suppose *B* to have three men placed upon *A*'s ace-point, three men upon *A*'s trois-point, and three men upon *A*'s cinque-point; let *B* also have three men upon his seize-point in his own tables, and three men placed out of his tables, in the usual manner.

Quere. Who has the better of the hit?

Answer. It is an equal game; but, to play it critically, the difficulty lies upon *B*, who is, in the first place, to endeavour to gain his cinque and quatre-points in his own tables; and, when that is effected, he is to play two men from *A*'s cinque-point, in order to oblige his adversary to blot, by throwing an ace, which, if *B* hits, he will have the fairest probability of winning the hit.

III. *Back game.* Suppose *A* has three men upon *B*'s ace-point, and three men upon *B*'s deuce-point, also three men upon his seize-point in his own tables, and three men upon his usual point out of his tables, and three men where his five men are usually placed in his adversary's tables.

And let us suppose *B* has his men placed in the same manner, both in his own and his adversary's tables, with this difference only, *viz.* instead of having three men put upon *A*'s deuce-point, let them have three men upon *A*'s trois-point.

Quere. Who has the best of the hit?

Answer!

Answer. *A*; because the ace and trois-points are not so good for a hit, as the ace and deuce-points in your adversary's tables, for this reason; because, when you are bearing your men, you have the deuce-point in your own tables to play your men upon, which often prevents your making a blot, which must happen otherwise to your adversary; and take care to lay down men to be hit as often as you can, in order to keep your game backward; and, for the same reason, avoid hitting any blots which your adversary makes.

IV. *As a Case of Curiosity and Instruction.*

Let us suppose *A* has his 15 men upon *B*'s ace-point, *B* is supposed to have his barr-point, also his seize, cinque, quatre, and trois-points in his own tables.

Quere. How many throws is *A* likely to take to bring his 15 men into his own tables, and to bear them?

Answer. You may undertake to do it in seventy-five throws.

It is odds in *A*'s favour that he throws an ace in two throws: it is also odds in *A*'s favour that he throws a six in two throws; when these events happen, *A* has a probability of not wanting above two or three throws to play till he has got all his fifteen men into his own tables: therefore, by a former rule laid down to bring your men home, and also for bearing your men, you may be able to find out the probability of the number of throws required. *Note, B stands still, and does not play.*

V. *Another*

V. *Another Case of Curiosity and Instruction.*

Where *A* and *B* shall play as fast as usual, and yet *B* shall make the hit last, probably, for many hours.

We will suppose *B* to have borne 13 men, and that *A* has taken up the two remaining men.

And let us suppose that *A* has 15 men in *B*'s tables, viz. three men upon his seize-point, three upon his cinque point, three upon his quatre-point, three upon his trois-point, two upon his deuce-point, and one upon his ace-point.

The method which *A* is to take, is this: let him bring his 15 men home, by always securing six close points, till *B* has entered his two men, and brought them upon any certain point; as soon as *B* has gained that point, *A* must open an ace, deuce, or trois, or all three; which effected, *B* hits one of them, and *A*, taking care to have two or three men in *B*'s tables, is ready to hit that man; and also, he being assured of taking up the other man, has it in his power to prolong the hit to almost any length, provided he takes care not to open such points as two fours, two fives, or two sixes, but always to open the ace, deuce, or trois-points, for *B* to hit them.

VI. I would know what are the odds upon two dice, for throwing two sixes, two fives, or two fours. in three throws?

Answer. Supposing 36 shillings to be the stake depending, the thrower will be
entitled to have for his first throw

s. d.
3 0

Which deducted out of 36, remains 33;
which divided again into 36 parts, make so

1

many

many elevenpences, out of which the thrower is to have three for his second throw

s.	d.
2	9

The remainder, 30 shillings and threepence, is again to be divided into 36 parts; dividing the 30 shillings so, make so many tenpences, and the threepence divided into so many parts, make so many thirds of farthings, of which the thrower is to have three parts for his share for his third throw

2	$6\frac{1}{4}$
<hr/>	
8	$3\frac{1}{4}$
<hr/>	

Total for the thrower,

So that it is 27s. $8\frac{3}{4}d.$ to 8s. $3\frac{1}{4}d.$ against the thrower; which, reduced into the smallest number, is very nearly as 10 to 3, that two sixes, two nines, or two fours, are not thrown in two throws.

VII. *Back game.* Suppose *A* to have two men upon his feize-point in his own tables, three men upon his usual point out of his tables, two men upon the point where his five men are usually placed in his adversary's tables, five men upon his adversary's ace-point, and three men upon his adversary's quatre-point.

And let us suppose *B* to have two men upon his feize-point in his own tables, three men upon his usual point out of his tables, two men upon the point where his five men are usually placed in his adversary's tables, five men upon his adversary's ace-point, and three men upon his adversary's quatre-point.

And

And let us suppose *B* to have two men upon his seize-point in his own tables, three men upon his usual point out of his tables, two men upon the point where his five men are usually placed in his adversary's tables, five men upon his adversary's ace-point, and three men upon his adversary's trois-point.

Quere. Who has the fairest chance to win the hit?

Answer. *A* has, because he is to play either an ace or a deuce, from his adversary's ace-point, in order to make both these points as occasion offers, and having the quatre-point in his adversary's tables, he may more easily bring those men away, if he finds it necessary, and he will also have a resting-place by the conveniency of that point, which at all times in the game will give him an opportunity of running for the hit, or staying, if he thinks proper; whereas *B* cannot so readily come from the trois-point in his adversary's tables.

I. Let us suppose *A* and *B* place their men in the following manner for a hit.

Suppose *A* to have three men upon his seize-point in his own tables, three men upon his usual point out of his tables, and nine men upon his adversary's ace, deuce, and trois-points, three men to be placed upon each point; and suppose *B*'s men to be placed in his own, and in his adversary's tables, in the same order and manner.

The result is, that the best player ought to win the hit; and the dice are to be thrown for, the situation being perfectly equal in *A*'s and *B*'s game.

If *A* throws first, let him endeavour to gain his adversary's cinque-point; when that is effected, let him lay as many blots as possible, to tempt *B* to hit him; for every time that *B* hits them will be in *A*'s favour, because it puts him backward; and let *A* take up none of *B*'s men for the same reason.

A is always to endeavour to take care to have three men upon each of his adversary's ace and deuce-points; because when *B* makes a blot, these points will remain secure, and by recourse had to a former Case (Numb. V. p. 109), when *A* has borne five, six, or more men, yet *A* may secure six close points out of his tables, in order to prevent *B* from getting his man home: and, by recourse had to the calculations, he may easily find out (in case he makes up his tables) who has the better of the hit; and if he finds that *B* is forwardest, he is then to endeavour to lay such blots to be taken up by his adversary, as may give him a chance for taking up another man, in case *B* should happen to have a blot at home.

Those who play the foregoing game well, may be ranked in the first class.

II. *A case of curiosity.* *A* and *B* play at back-gammon; *A* has borne 13 men, and has two men to bear upon his deuce-point; *B* has 13 men in his own tables, with two men to enter. *B* is to throw, and to name the throws both for himself and *A*, but not to hit a blot of either side.

Quere. What throw is *B* to name for both parties, in order to save his gammon?

Answer. *B* calls for himself two aces, which enters his two men upon *A*'s ace-point. *B* also calls

calls two aces for *A*, and consequently *A* cannot either bear a man, nor play one; then *B* calls for two fixes for himself, and carries one man home upon his seize-point in his own tables, and the other he places upon his adversary's barr-point; *B* also calls seize-ace for *A*, so that *A* has one man left to bear, and then *B* calls for himself either two fixes, two fives, or two fours, any of which bear a man, in case he has men in his tables upon those points, and to save his gammon.

III. The following question is to be attended to, as being critical and instructive.

Suppose that both yours and your adversary's tables are made up.

Also that you have one man to carry home, but that he has two men on your barr-point to carry home, which lie in wait to catch your man, and that if you pass him you are to win the hit: suppose, also, that you have it in your choice to run the risk of being hit, by seven or by eight, both of which are chances upon double dice.

Quere. Which of these chances is it best for you to venture?

Answer. That of 7, for the following reasons:

First, Because that the chances of being hit by seven or by eight, are equal.

Secondly, If he does not hit seven, you will then have in your favour 23 chances to 1, that by your next throw you either hit him or pass beyond him.

Thirdly, In case your second throw should happen to be under seven, and that consequently you cannot hit him, yet you may play that cast at home,

home, and consequently leave the blot upon double dice.

Whereas, if, on the contrary, you had made choice of leaving the blot upon eight, you would have made a bad choice, for the reasons following :

First. Because the chances of being hit by seven or by eight are only equal.

Secondly, Because if you should escape the being hit by eight, yet you would then have but 17 chances in your favour, against 19 for either hitting him, or passing beyond him by your next throw.

Thirdly, In case your second throw should happen to be seize-ace, which is short of him, you would then be obliged to play the man that is out of your tables, not being able to play the six at home, and consequently to leave a blot to be hit by a single (or fiat) die; which event, upon supposition that you play for 18 shillings a game, would entitle him to 11 shillings of the whole stake depending.

THE GAME OF DRAUGHTS,

FROM MR. PAYNE.

Introduction.

I. **T**HE draught table must be placed with an upper white corner towards the right-hand.

II. The

II. The table being properly placed, I number the white squares in order from 1 to 32.

III. The black pieces are placed upon the first twelve squares in all the following games.

IV. The letters *N, C, F, T*, at the head of each game, stand for *Number, Colour, From, To*.

V. For the playing of any move required, the numbers may be wrote upon the board itself, near a corner of each square, so as to be easily seen when the men are placed; or a table may be drawn upon paper or card, and the squares numbered as in the following figure, and such a table will be a ready guide to any move directed.

THE DRAUGHT TABLE.

	1		2		3		4
5		6		7		8	
	9		10		11		12
13		14		15		16	
	17		18		19		20
21		22		23		24	
	25		26		27		28
29		30		31		32	

G A M E I.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	11,25		37	B	14,18	
2	W	22,18		20	W	32,27		38	W	16,11	
3	B	15,22		21	B	5,14		39	B	7,16	
4	W	25,18		22	W	27,23		40	W	20,11	
5	B	8,11		23	B	6,10		41	B	18,23	
6	W	29,25		24	W	16,12		42	W	11, 8	
<hr/>											
7	B	4, 8		25	B	8,11		43	B	23,27	
8	W	25,22		26	W	28,24		44	W	8, 4	
9	B	12,16		27	B	25,29		45	B	27,31	
10	W	24,20		28	W	30,25		46	W	4, 8	
11	B	10,15		29	B	29,22		47	B	31,27	
12	W	27,24		30	W	26,17		48	W	24,20	
<hr/>											
13	B	16,10		31	B	11,15		49	B	27,23	
14	W	23,16		32	W	27,16		50	W	8,11	
15	B	15,19		33	B	15,18		51	B	23,18	
16	W	24,15		34	W	24,20		52	W	11, 8	
17	B	9,14		35	B	18,27		53	B	18,15	
18	W	18, 9		36	W	31,24	&c		W	loses.	

* 12 white loses the game by this move.

G A M E II.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	5,14		37	B	10,17	
2	W	22,18		20	W	24,19		38	W	21,14	
3	B	15,22		21	B	15,24		39	B	30,25	
4	W	25,18		22	W	28,19		40	W	14, 9	
5	B	8,11		23	B	14,17		41	B	11,15	
6	W	29,25		24	W	32,27		42	W	9, 6	
<hr/>											
7	B	4, 8		25	B	10,14		43	B	2, 9	
8	W	25,22		26	W	27,24		44	W	13, 6	
9	B	12,16		27	B	3, 7		45	B	15,18	
10	W	24,20		28	W	30,25		46	W	6, 2	
11	B	10,15		29	B	6, 9		47	B	7,10	
12	W	21,17		30	W	13, 6		48	W	2, 6	
<hr/>											
13	B	7,10		31	B	1,10		49	B	10,14	
14	W	27,24		32	W	22,13		50	W	6, 9	
15	B	8,12		33	B	14,18		51	B	25,21	
16	W	17,13		34	W	23,14		52	W	31,26	
17	B	9,14		35	B	16,30		53	B	14,17	
18	W	18, 9		36	W	25,21	&c			drawn	

GAME III.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15	19	B	16,23	37	B	12,19			
2	W	22,18	20	W	26,10	38	W	24, 8			
3	B	15,22	21	B	14,23	39	B	3,12			
4	W	25,18	22	W	27,18	40	W	13, 9			
5	B	8,11	23	B	6,15	41	B	14,18			
6	W	29,25	24	W	13, 6	42	W	28,24			
<hr/>											
7	B	4, 8	25	B	1,10	43	B	18,23			
8	W	25,22	26	W	21,26	44	W	24,19			
9	B	10,15	27	B	5, 9	45	B	23,27			
10	W	24,20	28	W	26,23	46	W	19,15			
11	B	12,16	29	B	9,13	47	B	27,32			
12	W	21,17	30	W	23,19	48	W	15,11			
<hr/>											
13	B	7,10	31	B	13,17	49		22,27			
14	W	17,13	32	W	22,15	50	W	9, 5			
15	B	8,12	33	B	15,22	51	B	27,23			
16	W	28,24	34	W	32,28	52	W	5, 1			
17	B	10,14	35	B	10,14	53	B	22,26			
18	W	23,19	36	W	19,16	&c	W	drawn			

GAME IV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	2,1	9	W	5,22	7	W	32,23			
2		1,15	20	B	6,10	28		6,10			
3	W	8,11	21	W	9,10	29	W	13, 6			
4		3,15	22	B	20,27	40	B	2, 9			
5	W	1,17	23	W	11,24	41	W	17,13			
6		4, 8	24	B	12,19	42	B	9,14			
<hr/>											
7	W	7,12	25	W	23,16	&c		drawn			
8		2,11	26	B	10,14						
9	W	5,22	27	W	17,10						
10	B	9,14	28	B	7,14						
11	W	9,25	29	W	24,10						
12	B	5, 6	30	B	15,24						
<hr/>											
13	W	23,10	31	W	28,10						
14		4,17	32	B	1, 5						
15	W	27,22	33	W	22,17						
16	B	17,21	34	B	14,18						
17	W	22,17	35	W	16,23						
18	B	11,16	36	B	18,27						

DRAUGHTS.

GAME V.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22, 18	19	W	25, 22	37	W	9, 5			
2	B	11, 15	20	B	7, 11	38	B	19, 24			
3	W	18, 11	21	W	24, 20	39	W	5, 1			
4	B	8, 15	22	B	15, 24	40	B	11, 16			
5	W	21, 17	23	W	18, 19	41	W	20, 11			
6	B	4, 8	24	B	10, 14	42	B	7, 16			
7	W	17, 13	25	W	17, 10	43	W	1, 5			
8	B	8, 11	26	B	6, 24	44	B	16, 20			
9	W	25, 22	27	W	13, 1	45	W	5, 9			
10	B	0, 14	28	B	1, 10	46	B	24, 27			
11	W	29, 25	29	W	22, 17	&c		drawn			
12	B	5, 9	30	B	24, 8						
13	W	23, 19	31	W	17, 12						
14	B	14, 17	32		3, 7						
15	W	27, 23	33	W	13, 9						
16	B	17, 21	34	B	16, 19						
17	W	22, 17	35	W	23, 10						
18	B	11, 16	36	B	12, 19						

GAME VI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22, 18	19	W	24, 19	37	W	27, 23			
2	B	11, 15	20	B	15, 24	38	B	16, 20			
3	W	18, 11	21	W	28, 19	39	W	31, 27			
4	B	8, 15	22	B	6, 10	40	B	6, 9			
5	W	25, 22	23	W	22, 17	41	W	18, 15			
6	B	4, 8	24	B	13, 22	42	B	9, 18			
7	W	29, 25	25	W	20, 17	43	W	23, 14			
8	B	8, 11	26	B	11, 15	44	B	12, 16			
9	W	23, 18	27	W	32, 28	45	W	19, 12			
10	B	9, 13	28	B	15, 24	46	B	10, 19			
11	W	18, 14	29	W	28, 19	47	W	12, 8			
12	B	10, 17	30	B	1, 6	&c		drawn			
13	W	21, 14	31	W	30, 26						
14	B	6, 10	32	B	3, 8						
15	W	25, 21	33	W	26, 23						
16	B	10, 17	34	B	8, 11						
17	W	21, 24	35	W	23, 18						
18	B	2, 6	36	B	11, 16						

G A M E VII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		10	W	23,18		37	W	29,22	
2	B	11,15		20	B	11,10		38	B	14,18	
3	W	18,11		21	W	27,23		39	W	23,14	
4	B	8,15		22	B	16,20		40	B	6,10	
5	W	21,17		23	W	32,27		41	W	15, 6	
6	B	4, 8		24	B	10,14		42	B	2,25	
7	W	17,13		25	W	17,10		43	W	19,15	
8	B	8,11		26	B	7,14		44	B	25,30	
9	W	23,19		27	W	18, 9		45	W	27,23	
10	B	9,14		28	B	5,14		46	B	20,27	
11	W	25,21		29	W	13, 9		47	W	31,24	
12	B	14,18		30	B	6,13		48	B	30,26	
13	W	26,23		31	W	19,15		49	W	23,18	
14	B	18,22		32	B	1, 6		50	B	26,22	
15	W	30,26		33	W	24,19		51	W	18,14	
16	B	15,18		34	B	3, 7		52	B	12,16	
17	W	26,17		35	W	28,24		53	W	15,11	
18	B	18,22		36	B	22,25		&c		drawn	

G A M E VIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	27,18					
2	B	11,15		20	B	7,16					
3	W	18,11		21	W	24,20					
4	B	8,15		22	B	16,19					
5	W	21,17		23	W	18,15					
6	B	4, 8		24	B	19,23					
7	W	23,19		25	W	15,11					
8	B	8,11		26	B	10,14					
9	W	17,13		27	W	11, 8					
10	B	9,14		28	B	22,26					
11	W	25,21		29	W	31,22					
12	B	14,18		30	B	14,17					
13	W	26,23		31	W	21,14					
14	B	18,22		32	B	6, 9					
15	W	23,18		33	W	13, 6					
16	B	11,16		34	B	1,26					
17	W	18,11		35	W	8, 4					
18	B	16,23		&c	B	drawn					

GAME IX.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17	19	W	30,26						
2	B	11,15	20	B	6, 9						
3	W	25,22	21	W	19,15						
4	B	8,11	22	B	11,16						
5	W	29,25	23	W	25,21						
6	B	9,13	24*	B	16,19						
7	W	17,14	25	W	23,16						
8	B	10,17	26	B	12,19						
9	W	21,14	27	W	32,28						
10	B	4, 8	28	B	1, 6						
11	W	24,19	29	W	15,11						
12	B	15,24	30	B	7,11						
13	W	28,1	31	W	14,10						
14	B	11,16	32	B	6,15						
15	W	22,18	33	W	18,11						
16	B	16,20	34	B	2,						
17	W	26,22	35	W	22,1						
18	B	8,11	36	B	loses						

* 24 black loses the game by this move.

GAME X.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15	19	B	15,24						
2	W	22,17	20	W	28,19						
3	B	8,11	21	B	7,11						
4	W	25,22	22	W	22,18						
5	B	9,13	23	B	13,22						
6	W	23,18	24	W	18, 9						
7	B	6, 9	25	B	6,13						
8	W	27,23	26	W	25,18						
9	B	9,14	27	B	3, 8						
10	W	18, 9	28	W	18,14						
11	B	5,14	29	B	10,17						
12	W	30,25	30	W	21,14						
13	B	1, 6	31	B	11,16						
14	W	24,19	32	W	14, 9						
15	B	15,24	33	B	2, 7						
16	W	28,19	34	W	9, 6						
17	B	11,15	35	B	7,10						
18	W	32,28	36	W	drawn						

GAME XI.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11, 15	19	B	4, 8						
2	W	22, 17	20	W	24, 19						
3	B	8, 11	21	B	16, 23						
4	W	25, 22	22	W	26, 19						
5	B	11, 16	23	B	8, 11						
6	W	23, 18	24	W	31, 26						
7	B	3, 8	25	B	2, 7						
8	W	18, 11	26	W	26, 23						
9	B	8, 15	27	B	11, 15						
10	W	21, 19	28	W	32, 28						
11	B	15, 24	29	B	15, 24						
12	W	27, 11	30	W	28, 19						
13	B	7, 16	31	B	7, 11						
14	W	22, 18	32	W	30, 26						
15	B	9, 14	33	B	11, 15						
16	W	18, 9	34	W	19, 16						
17	B	5, 14	35	B	12, 19						
18	W	28, 24	&c		drawn						

W

GAME XII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11, 15	19	B	16, 23	37	B	7, 11			
2	W	22, 17	20	W	31, 26	38	W	24, 20			
3	B	8, 11	21	B	14, 18	39	B	15, 24			
4	W	25, 22	22	W	26, 19	40	W	28, 19			
5	B	11, 16	23	B	18, 22	41	B	11, 15			
6	W	23, 18	24	W	17, 14	42	W	30, 25			
7	B	15, 19	25	B	10, 17	43	B	15, 24			
8	W	24, 15	26	W	21, 14	44	W	25, 18			
9	B	10, 19	27	B	3, 7	45	B	1, 6			
10	W	17, 13	28	W	14, 9	46	W	5, 1			
11	B	1, 14	29	B	4, 8	47	B	6, 13			
12	W	18, 9	30	W	9, 5	&c		drawn			
13	B	5, 14	31	B	8, 11						
14	W	22, 17	32	W	32, 27						
15	B	7, 10	33	B	6, 10						
16	W	27, 24	34	W	27, 23						
17	B	19, 23	35	B	11, 15						
18	W	26, 19	36	W	13, 9						

DRAUGHTS.

GAME XIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17		19	W	26,17					
2	B	11,15		20	B	3, 8					
3	W	25,22		21	W	32,28					
4	B	9,13		22	B	11,15					
5	W	23,18		23	W	18,11					
6	B	6, 9		24	B	8,24					
7	W	18,11		25	W	28,19					
8	B	8,15		26	B	4, 8					
9	W	27,23		27	W	17,13					
10	B	9,14		28	B	2, 6					
11	W	30,25		29	W	25,22					
12	B	5, 9		30	B	8,11					
13	W	24,19		31	W	31,26					
14	B	15,24		32	B	11,16					
15	W	28,19		33	W	22,17					
16	B	7,11		34	B	14,18					
17	W	22,18		35	W	23, 7					
18	B	13,22		&c		drawn					

GAME XIV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	9,13					
2	W	22,17		20	W	31,28					
3	B	8,11		21	B	1, 6					
4	W	17,13		22	W	21,17					
5	B	4, 8		23	B	14,21					
6	W	23,19		24	W	23,14					
7	B	15,18		25	B	10,26					
8	W	24,20		26	W	19, 1					
9	B	11,15		27	B	13,17					
10	W	28,24		28	W	30,23					
11	B	8,11		29	B	21,30					
12	W	26,23		30	W	1, 6					
13	B	9,14		31	B	3, 8					
14	W	31,26		32	W	6, 2					
15	B	6, 9		33	B	7,10					
16	W	13, 6		34	W	23,19					
17	B	2, 9		35	B	10,14					
18	W	26,22		&c		W drawn					

GAME XV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	8,22					
2	W	22,17		20	W	30,25					
3	B	15,18		21	B	9,18					
4	W	23,14		22	W	27,23					
5	B	9,15		23	B	18,27					
6	W	17,14		24	W	25,18					
7	B	10,17		25	B	5,9					
8	W	21,14		26	W	32,23					
9	B	8,11		27	B	4,8					
10	W	24,20		28	W	29,25					
11	B	6,9		29	B	12,16					
12	W	26,23		30	W	19,3					
13	B	3,8		31	B	2,6					
14	W	23,19		32	W	3,10					
15	B	18,22		33	B	6,29					
16	W	25,18		&c		drawn					
17	B	11,16									
18	W	20,11									

W

GAME XVI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	21,17					
2	B	11,16		20	B	1,6					
3	W	25,22		21	W	17,13					
4	B	10,14		22	B	3,7					
5	W	29,25		23	W	28,24					
6	B	16,20		24	B	12,16					
7	W	24,19		25	W	26,23					
8	B	8,11		26	B	8,12					
9	W	19,15		27	W	23,19					
10	B	4,8		28	B	16,23					
11	W	22,17		29	W	31,26					
* 12	B	7,10		30	B	7,10					
13	W	25,22		31	W	26,10					
14	B	10,19		32	B	11,16					
15	W	17,10		33	W	18,11					
16	B	6,15		34	B	16,23					
17	W	23,7		35	W	27,18					
18	B	2,11		&c		loses					

* 12 black loses the game by this move.

DRAUGHTS.

15
16
17

G A M E XVII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	23,16		37	W	23,18	
2	B	11,10		20	B	14,2		38	B	15,19	
3	W	25,2		21	W	27,18		39	W	18,14	
4	B	10,14		22	B	20,2		40	B	19,23	
5	W	29,25		23	W	31,24		41	W	22,18	
6	B	8,11		24	B	11,27		42	B	13,17	
<hr/>											
7	W	24,19		2	W	32,23		43	W	18,15	
8	B	16,20		26	B	7,10		44	B	23,27	
9	W	19,15		27	W	15,11		45	W	25,22	
10	B	4,8		28	B	8,15		4	B	21,30	
11	W	22,17		29	W	18,1		47	W	14,10	
12	B	12,16		30	B	10,15		18	B	30,26	
<hr/>											
13	W	17,10		31	W	21,17		49	W	23,19	
14	B	7,14		32	B	3,7		50	B	26,23	
15	W	26,2		33	W	11,2		51	W	10,16	
16	B	2,7		34	B	9,13		52	B	23,18	
17	W	28,24		35	W	2,0		53	W	16,11	
18	B	16,19		36	B	5,21		&c		drawn	

G A M E XVIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4,8		37	B	6,9	
2	W	22,17		20	W	25,22		38	W	32,23	
3	B	9,13		21	B	8,11		39	B	9,27	
4	W	17,14		22	W	22,18		&c		loses	
5	B	10,17		23	B	11,16					
6	W	21,14		24	W	27,23					
<hr/>											
7	B	8,11		25	B	16,20					
8	W	24,19		26	W	31,27					
9	B	15,24		27	B	13,17					
10	W	28,19		28	W	30,26					
11	B	11,16		29	B	1,6					
12	W	25,21		30	W	18,15					
<hr/>											
13	B	6,9		31	B	20,14					
14	W	20,25		32	W	27,20					
15	B	9,18		33	B	7,10					
16	W	23,14		34	W	14,7					
17	B	16,23		35	B	2,27					
18	W	26,19		36	W	21,14					

* 30 white loses the game by this move.

G A M E XIX.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4,2		37	B	7,11	
2	W	22,17		20	W	25,22		38	W	15,8	
3	B	9,13		21	B	8,11		39	B	3,10	
4	W	17,14		22	W	12,18		40	W	27,23	
5	B	10,17		23	B	11,11		41	B	18,27	
6	W	21,14		24	W	27,23		42		drawn	
<hr/>											
7	B	8,11		25	B	16,21					
8	W	24,19		26	W	31,27					
9	B	15,24		27	B	13,17					
10	W	28,19		28	W	30,20					
11	B	11,10		29	B	1,6					
12	W	25,21		30	W	19,11					
<hr/>											
13	B	6,9		31	B	12,10					
14	W	29,25		32	W	23,11					
15	B	9,18		33	B	6,6					
16	W	23,14		34	W	18,1					
17	B	16,23		35	B	9,1					
18	W	26,19		36	W	21,11					

W 3

G A M E XX.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,16		19	B	7,11					
2	W	22,18		20	W	32,27					
3	B	16,19		21	B	3,7					
4	W	23,16		22	W	27,24					
5	B	12,19		23	B	7,10					
6	W	24,15		24	W	24,15					
<hr/>											
7	B	10,19		25	B	10,19					
8	W	25,22		26	W	31,27					
9	B	9,14		27	B	8,11					
10	W	18,9		28	W	29,25					
11	B	5,14		29	B	6,10					
12	W	22,17		30	W	27,23					
<hr/>											
13	B	7,10		31	B	11,16					
14	W	27,24		32	W	25,22					
15	B	2,7		33	B	10,15					
16	W	24,15		34	W	22,17					
17	B	10,19		35	B	15,18					
18	W	17,10		36	W	drawn					

DRAUGHTS.

CRITICAL SITUATIONS TO DRAW
GAMES.

FIRST SITUATION.

ON No. 3, 4, black kings; on No. 15 a white king: and white to move.

W 15, 11 B 3, 8 W 11, 7. B 8, 12
W 7, 11 &c.

SECOND SITUATION.

No. 5 a black man; 9 a black king; 7 a white king: and white to move.

W 7, 10 B 9, 13 W 10, 14 B 13, 9
W 14, 10 &c.

THIRD SITUATION.

No. 3, 4, 12, black kings; 10, 11, white kings: and black to move.

B 3, 8 W 10, 15 B 8, 3 W 15, 19
B 12, 8 W 19, 15 &c.

FOURTH SITUATION.

No. 13 a black man, 14, 15, black kings; 22, 23, white kings: and black to move.

B 14, 17 W 23, 26 B 15, 10 W 22, 25
B 17, 21 W 25, 22 B 10, 14 W 26, 30
B 14, 17 W 22, 18 B 17, 14 &c.

FIFTH SITUATION.

No. 18, 19, black kings, 28 a black man; 27, 32, white kings: and white to play.

DRAUGHTS.

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W 27,24	B 18,15	W 24,20	B 15,11
W 20,24	B 19,23	W 24,20	&c.

SIXTH SITUATION.

No. 21, a black man; 22, 23, 24, black kings; 30 a white man; 31, 32, white kings: and black to move.

B 24,28	W 31,27	B 23,19	W 27,31
B 19,24	W 32,27	B 24,20	W 27,32
B 22,18	W 31,27	B 18,15	W 27,31
B 15,19	W 31,27	&c.	

CRITICAL SITUATIONS TO WIN GAMES.

FIRST SITUATION.

No. 21 a black man; 25 a black king; 26, 27, white kings: and either to move.

B 25,29	W 27,23	B 29,25	W 23,18
B 25,29	W 18,22	B 21,25	W 26,30

SECOND SITUATION.

No. 1, 2, black kings: 10, 11, white kings; 5 a white man: and either to play.

W 10,14	B 2, 6	W 14,17	B 6, 9
W 17,13	B 9, 6	W 11,16	B 6, 2
W 16,19	B 2, 6	W 19,23	B 6, 2
W 13, 9	B 1, 6	W 23,18	B 6,13
W 18,14	B 12, 9	W 14,10	&c.

See

DRAUGHTS.

Set the men as before.

B 2, 6	W 11, 15	B 6, 9	W 15, 18
B 9, 6	W 10, 14	B 6, 9	W 14, 17
B 9, 13	W 18, 22	B 13, 9	W 17, 13
B 9, 6	W 22, 18	B 6, 2	W 13, 9
B 1, 6	W 18, 14	B 6, 13	W 5, 1

THIRD SITUATION.

No. 1, 2, black kings; 3 a black man; 9, 10, 11, white kings; 12 a white man: and black to play.

B 1, 5	W 9, 13	B 5, 1	W 11, 15
B 2, 6	W 10, 14	B 6, 2	W 14, 9
B 1, 6	W 9, 5	B 6, 1	W 15, 11
B 2, 6	W 11, 7	B 3, 10	W 5, 9

FOURTH SITUATION.

No. 5 a white king; 21 a white man; 6, 10, black kings; black being to move, may win. Thus—

B 6, 1	W 5, 9	B 10, 15	W 9, 5
B 15, 18	W 5, 9	B 1, 5	W 9, 6
B 18, 15	W 21, 17	B 5, 1	W 6, 9
B 15, 18	W 9, 5	B 18, 22	W 17, 14
B 1, 6	W 5, 1	B 6, 2	W 14, 10
B 22, 18	W 1, 5	B 18, 14	

Place the men as before.

B 6, 1	W 5, 9	B 10, 15	W 21, 17
B 15, 18	W 17, 13	B 18, 15	W 9, 14
B 1, 5	W 14, 17	B 15, 10	W 17, 22
B 10, 14	W 22, 25	B 5, 1	W 25, 22
B 1, 6	W 22, 25	B 6, 10	W 25, 30
B 10, 15	W 30, 25	B 15, 18	&c.

FIFTH SITUATION.

No. 1 a white king; 30 a white man; 9, 10, black kings; and black being to play, may win.

B 9, 6	W 1, 5	B 6, 1	W 5, 9
B 1, 5	W 9, 13	B 10, 14	W 13, 9
B 14, 18	W 9, 6	B 18, 15	W 30, 25
B 15, 18	W 25, 21	B 5, 1	W 6, 9
B 18, 22	W 9, 5	B 1, 6	W 5, 1
B 6, 9	W 1, 5	B 9, 14	W 5, 1
B 22, 18	W 1, 5	B 18, 15	W 5, 1
B 15, 10	W 1, 5	B 10, 6	W 5, 1
B 14, 10	W 1, 5		

Now black has the fourth situation, and must consequently win.

SIXTH SITUATION.

No. 22, 27, white kings; 18 a white man; 5 a black king; 20, 21, black men; and white being to play, may win.

W 18, 14	B 5, 1	W 14, 9	B 1, 5
W 22, 17	B 5, 14	W 17, 10	B 21, 25
W 10, 15	B 25, 30	W 15, 19	B 30, 25
W 27, 32	B 25, 22	W 19, 24	B 20, 27
W 32, 23			

SEVENTH

SEVENTH SITUATION.

No. 6, 24, black kings; 14, 18, 23, white kings: and either to move, white may win.

W 18, 15	B 6, 1	W 14, 9	B 24, 28
W 23, 19	B 1, 5	W 9, 6	B 28, 32
W 19, 24	B 5, 1	W 24, 19	&c.

EIGHTH SITUATION.

No. 1, 12, 16, black men; 13 a black king; 5, 6, 10, white men; 11 a white king: and black to play.

B 13, 9	W 11, 20	B 9, 2	W 20, 24
B 12, 16	W 24, 27	B 16, 19	W 27, 32
B 19, 24	W 32, 28	B 2, 6	W 28, 19
B 6, 24			

SITUATIONS FOR STROKES.

FIRST STROKE.

ON No. 17 a black man, on No. 30 a black king; 18, 27, white kings: and white to play.

W 18, 22 B 17, 26 W 27, 31

SECOND STROKE.

No. 17, 27, white kings; 18 a black man; 29, 30, black kings: and white to play.

W 17, 22 B 18, 25 W 27, 23

THIRD

THIRD STROKE.

No. 18, 19, white kings; 28 a white man; 31, 32, black kings; 20 a black man: and white to move.

W 19,24 B 20,27 W 18,22

FOURTH STROKE.

No. 9, 11, 21, black men; 29 a black king; 18, 24, 26, 30, white men: and white to move.

W 18,14 B 9,18 W 26,22 B 18,25
W 24,19

FIFTH STROKE.

No. 12, 21, black men; 27, 31, black kings; 20, 30, white men; 15, 18, white kings: and white to move.

W 30,26 B 31,22 W 18,25 B 21,30
W 20,16 B 12,19 W 15,31

SIXTH STROKE.

No. 7, 23, black kings; 9, 13, black men; 8, 21, 22, white men; 17 a white king: and white to move.

W 22,18 B 13,22 W 8, 3 B 23,14
W 3,26

SEVENTH STROKE.

No. 3, 13, 14, black men; 24 a black king; 15, 22, white kings; 19, 21 white men: and white to move.

W 21,17

W 21,17 B 14,21 W 15,18 B 24,15
W 18,11

EIGHTH STROKE.

No. 1, 6, 9, black men; 18 a black king; 7 a white king; 13, 15, white men: and white to play.

W 15,10 B 6,15 W 13, 6 B 1,10
W 7,23

NINTH STROKE.

No. 6, 7, white kings; 9 a white man; 5 a black man; 14, 15, black kings: and white to play.

W 7,10 B 14, 7 W 6, 2 B 5,14
W 2, 9

TENTH STROKE.

No. 2, 6, 8, 22, black men; 15, 27, 30, 32, white men: and white to play.

W 15,11 B 8,15 W 30,26 B 22,31
W 32,28 B 31,24 W 28, 1

ELEVENTH STROKE.

No. 6, 26, white men; 22 a white king; 7, 15, black kings; 21 a black man: and white to play.

W 22,25 B 21,30 W 6, 2 B 30,23
W 2,27

TWELFTH STROKE.

No. 2 a black man; 27, 31, black kings; 10 a white

white man; 14, 19, white kings: and white to move.

W 10, 7 B 2, 11 W 19, 15 B 11, 18
W 14, 32

THIRTEENTH STROKE.

No. 3, 13, black men; 25, 26, black kings; 11 a white man; 15, 16, white kings: and white to move.

W 11, 7 B 3, 19 W 16, 21

FOURTEENTH STROKE.

No. 3 a black man; 26, 27, black kings; 11 a white man; 15, 16, white kings: and white to move.

W 11, 8 B 3, 19 W 15, 22

FIFTEENTH STROKE.

No. 1, 3, 5, black men; 25 a black king; 10, 14, 17, white men; 13 a white king: and white to move.

W 10, 6 B 1, 10 W 14, 7 B 3, 10
W 17, 14 B 10, 17 W 13, 29 &c.

SIXTEENTH STROKE.

No. 1, 6, 7, 10, 12, 14, 15, black men; 19, 20, 21, 22, 23, 26, 30, white men: and white to move.

W 20, 16 B 15, 24 W 22, 18 B 12, 19
W 18, 2

SEVENTEENTH STROKE.

No. 2, 3, 16, 23, black men; 14 a black king; 1, 5, white kings; 9, 29, 31, white men: and black to move.

B 23, 27	W 31, 24	B 16, 19	W 24, 15
B 14, 10	W 15, 6	B 3, 7	W 29, 25
B 7, 10	W 25, 22	B 10, 14	

EIGHTEENTH STROKE.

No. 10, 13, 17, black men; 27 a black king; 19, 22, 26, 30, white men: and white to play.

W 26, 23	B 17, 26	W 19, 16	B 27, 18
W 30, 7			

NINETEENTH STROKE.

No. 1, 6, 10, 19, 20, black men; 13, 15, 27, 28, 31, white men: and white to play.

W 13, 9	B 6, 13	W 15, 6	B 1, 10
W 27, 24	B 20, 27	W 31, 6	

TWENTIETH STROKE.

No. 1, 3, 5, 6, 7, 12, 20, 21, black men; 14, 15, 19, 23, 26, 27, 30, 32, white men; and white to play.

W 30, 25	B 21, 30	W 14, 10	B 7, 14
W 19, 16	B 12, 19	W 23, 16	B 30, 23
W 27, 2			

TWENTY-FIRST STROKE.

No. 3, 6, 10, 13, 14, 17, 19, black men; 7, 20, 21, 22, 26, 30, white men: and black to move.

B 19,23	W 26,19	B 17,26	W 30,23
B 14,18	W 23,14	B 10,17	W 21,14
B 3,17			

TWENTY-SECOND STROKE.

No. 2, 7, 10, 11, 12, 13, 14, 21, black men; 19, 20, 22, 23, 26, 30, 31, 32, white men: and white to move.

W 20,16	B 11,20	W 19,15	B 10,19
W 23,16	B 12,19	W 22,17	B 13,22
W 26, 3			

TWENTY-THIRD STROKE.

No. 3, 5, 8, 10, 11, 15, 16, 22, black men; 17, 18, 20, 27, 28, 29, 31, 32, white men: and white to move.

W 31,26	B 22,31	W 18,14	B 31,24
W 14, 7	B 3,10	W 28, 3	

TWENTY-FOURTH STROKE.

No. 5, 12, black men; 14, 29, 32, black kings; 8, 9, 30, 31, white men; 15 a white king: and white to move.

W 31,27	B 32,23	W 30,25	B 29,22
W 15,10	B 14, 7	W 8, 3	B 5,14
W 3,19			

THE GAME OF BILLIARDS.

TH E R E are various games of billiards, as follows :

The WHITE WINNING GAME.

The WHITE LOSING GAME.

RED, or CARAMBOLE WINNING GAME.

The RED LOSING GAME, and

FORTIFICATION BILLIARDS.

The game usually played is the white winning game.

*RULES and REGULATIONS to be observed at the
WHITE WINNING GAME, from Mr. DEW's
Treatise on Billiards.*

The Game is Twelve in Number.

I. When you begin, string for the lead, and the choice of balls, if you please.

II. When a person strings for the lead, he must stand within the limits of the corner of the table, and likewise must not place his ball beyond the stringing nails or spots; and the person who brings his ball nearest the cushion wins the lead.

III. If after the first person has strung for the lead,

lead, and his adversary who follows him should make his ball touch the other, he loses the lead.

IV. If the player holes his own ball, either in stringing or leading, he loses the lead.

V. If the leader follows his ball with either mace or cue past the middle hole, it is no lead; and if his adversary chuses, he may make him lead again.

VI. The striker who plays at the lead, must stand with both his feet within the limits of the corner of the table, and must not place his ball beyond the stringing nails or spots; and his adversary (only) is bound to see that he stands and plays fair, otherwise the striker wins all the points he made by that stroke.

VII. When a hazard has been lost in either of the corner holes, the leader is obliged (if his adversary requires it) to lead from the end of the table where the hazard was lost; but if the hazard was lost in either of the middle holes, it is at the leader's option to lead from either end of the table he pleases.

VIII. If the striker does not hit his adversary's ball, he loses one point; and if by the said stroke his ball should go into a hole, over the table or on a cushion, he loses three points, *viz.* one for missing the ball, and two for holing it, &c. and he loses the lead.

IX. If the striker holes his adversary's ball, or forces it over the table, or on a cushion, he loses two points.

X. If the striker holes his own ball, or forces it over the table, or on a cushion, he loses two points.

XI. If the striker holes both balls, or forces them

them over the table, or on a cushion, he loses two points.

XII. No person hath a right to take up his ball without permission from his adversary.

XIII. If the striker, by accident, should touch or move his own ball, not intending to make a stroke, it is deemed as an accident; and his adversary, if he requires it, may put the ball back in the place where it stood.

XIV. If the striker forces his adversary's ball over the table, and his adversary should chance to stop it, so as to make it come on the table again, the striker nevertheless wins two points.

XV. If the striker forces his own ball over the table, and his adversary should chance to stop it, so as to make it come on the table again, the striker loses nothing by the stroke, and he has the lead: because his adversary ought not to stand in the way, or near the table.

XVI. If the striker misses the ball, and forces it over the table, and it should be stopped by his adversary, as before mentioned, he loses one point, and has the lead, if he chuses.

XVII. If the striker, in playing from a cushion or otherwise, by touching the ball, makes his mace or cue go over or past it, he loses one point; and if his adversary requires it, he may put the ball back, and may make him pass the ball.

XVIII. If the striker, in attempting to make a stroke, doth not touch his ball, it is no stroke; and he must try again to make a stroke.

XIX. If when the balls are near each other, and the striker by accident should make his ball touch
the

the other ball, it is nevertheless a stroke, though not intended as such.

XX. If the striker who plays the stroke should make his adversary's ball go so near the brink of a hole, as to be judged to stand still, and afterwards should fall into it, the striker wins nothing; and the ball must be put on the same brink where it stood, for his adversary to play from the next stroke.

N. B. There is no occasion for challenging the ball if it stops, as some persons imagine.

XXI. If the striker's ball should stand on the brink or edge of a hole, and if in playing it off he should make the ball go in, he loses three points.

XXII. If a ball should stand on the brink or on the edge of a hole, and it should fall into the hole, before or when the striker has delivered his ball from his mace or cue, so as to have no chance for his stroke, in that case, the striker and his adversary's balls must be placed in the same position, or as near as possible thereto, and the striker must play again.

XXIII. The striker is obliged to pass his adversary's ball, more especially if he misses the ball on purpose; and his adversary may, if he chuses, oblige him to place the ball where it stood, and play until he has passed.

XXIV. If the striker plays both balls from his mace or cue, so that they touch at the same time, it is deemed a foul stroke; and if it is discovered by his adversary, and a dispute should arise thereon, he has an undoubted right to appeal to the disinterested part of the company then present; and the marker, if required, after demanding silence,

lence, must go round the table to each person separately, and be particularly careful to ask, if he has any bett depending, if he understands the game, and the nature of the dispute then in question; and if determined by the majority of the disinterested company, and the marker, if needful, to be a foul stroke, then it is at his adversary's option (if not holed) either to play at the ball, or take the lead.

But if, by the above-mentioned stroke, his adversary doth not discover it to be a foul stroke, then the striker may reckon all the points he made by the said stroke, and the marker is obliged to mark them.

XXV. No person hath a right to discover to the player whether the stroke is fair or foul, until it is asked.

XXVI. If by a foul stroke the striker should hole his adversary's ball, he loses the lead.

XXVII. If by a foul stroke the striker holes his own or both balls, or forces his own or both balls over the table, or on a cushion, he loses two points.

XXVIII. If the striker plays on a ball when it is running or moving, it is deemed as a foul stroke. [Vide Article XXIV.]

XXIX. If the striker plays with both feet off the ground, without the permission of his adversary, it is deemed a foul stroke. [Vide Article XXIV.]

XXX. If the striker plays with a wrong ball, he loses the lead, if his adversary requires it.

XXXI. If the balls should be changed in a hazard, or on a game, and it is not known by which

which party, the hazard must be played out by each party with their different balls, and then changed.

XXXII. If the striker plays with his adversary's ball, and holes, or forces the ball he played at over the table, &c. it is deemed a foul stroke. [Vide Article XXIV.]

XXXIII. If the striker plays with his adversary's ball, and holes, or forces the ball he played with over the table, &c. he loses two points; and if he missed the ball, three points.

XXXIV. If the striker plays with his adversary's ball, and misses it, he loses two points; and if his adversary discovers that he hath played with the wrong ball, he may part the balls, and take the lead if he pleases.

XXXV. In all the before-mentioned cases of the striker's playing with the wrong ball (if discovered) his adversary must play with the ball the striker played at throughout the hazard, or part the balls, and take the lead.

XXXVI. Whoever stops a ball when running, with hand, stick, or otherwise, loses the lead, if his adversary does not like the ball he has to play at the next stroke. [Vide Article XXIV.]

XXXVII. Whoever retains his adversary's stick when playing, it is deemed foul. [Vide Article XXIV.]

XXXVIII. If the striker stops or puts his own ball out of its course, when running towards either of the holes, and if adjudged by the marker, and the disinterested company then present, to be going into a pocket, if he missed the ball, he loses one point,

point, and if going into a hole by the same stroke, three points.

XXXIX. If the striker stops or puts his adversary's ball out of the course when running towards or into a hole, or puts his adversary's ball into a hole, it is deemed a foul stroke. [Vide Article XXIV.]

N. B. If the adversary does the same as in the foregoing rules, he is subjected to the same penalties as the striker.

XL. He who shakes the table when the ball is running, makes it a foul stroke. [Vide Article XXIV.]

XLI. He who throws his stick upon the table, so as apparently to be of any detriment to his adversary, makes it a foul stroke. [Vide Article XXIV.]

XLII. He who blows on the ball when running, makes it foul. [Vide Article XXIV.] And if his own ball was running towards or near the hole, he loses two points.

XLIII. He who leaves the game before it is finished, and will not play it out, loses the game.

XLIV. Any person may change his mace or cue in playing, unless otherwise previously agreed on.

XLV. When two persons are at play, and no particular terms of agreement have been made, neither party has a right to object to either mace or cue being played with in the said game.

XLVI. When the parties agree to play mace against cue, the mace player has no right to use a cue, nor has the cue player any right to use a
mace

mace during the game or match, without permission from his adversary.

XLVII. When a person agrees to play with the cue, he must play every ball within his reach with the point thereof; and if he agrees to play with the butt of the cue, he has no right to play with the point, without permission from his adversary.

XLVIII. When the parties agree to play point and point of the cue, neither of them have a right to use a butt during the game or match, without permission, &c. but they have a right to play with the point of a long cue over a mace, &c.

XLIX. When the parties agree to play all point with the same cue, they have no right to use any other during the game or match.

L. Whoever proposes to part the balls, and the adversary agrees to it, the proposer loses the lead.

LI. Two missings do not make a hazard, unless it is previously agreed on to the contrary.

LII. In all cases, the betters are to abide by the players on the determination of the hazard, or on the game; and the betters have a right to demand their money when the game is over, to prevent disputes.

LIII. Every person ought to be very attentive, and listen for the stroke, before he opens the door of the billiard room.

LIV. The striker has a right to command his adversary not to stand facing him, nor near him, so as to annoy or molest him in the stroke.

LV. Each party is to attend to his own game, and not to ask—If his adversary's ball be close?—If he touches his ball?—If he can go round the ball?—nor any question of the like tendency; nor
is

is any person to be set right if going to play with the wrong ball.

LVI. Those persons who do not play must stand from the table, and give room for the players to pass round the table, to make the stroke.

LVII. The parties who play ought to be particularly careful and attentive to the hazard or the game, more especially when any betts are depending thereon.

LVIII. No person in the room has a right to lay more than the odds on a hazard or on a game. But if he offends for want of knowledge of the game, he should appeal to the marker; or to the table of the odds, which ought to be hung up in the billiard room for inspection.

LIX. Each person who proposes a bett, should name the sum he intends to lay, and should likewise be very careful not to offer a bett when the striker has taken his aim, or is going to strike, lest it may disturb or interrupt him in the stroke.

LX. No bett ought to be proposed on any stroke (at the losing game especially) that may be supposed to have any tendency to lessen or to influence the judgment of the player.

LXI. If any betts are laid on the hazard, and the game is eleven, and the striker loses the game by a miss, and should afterwards go into a hole, it cannot be a hazard, the game being out by the miss.

LXII. If *A* proposes a bett, which is accepted by *B*, it must be confirmed by *A*, otherwise it is no bett.

LXIII. When four persons play, the game is fifteen in number, and each party has a right to consult

consult with and direct his partner in any thing respecting the game, &c. and the party who makes two missings before a hazard is made, is out, and it is his partner's turn to play; but if after the two missings have been made by the party, his adversary should hole a ball, so as to make a hazard the stroke following the said two missings have been made, yet the party who did not make the two missings is to play, as he cannot be supposed to be out who has not made a stroke.

WHITE LOSING GAME.

From Mr. DEW.

Twelve in Number.

When a person is tolerably well acquainted with the winning game, he should then learn the losing game (the reverse of the winning), which is a key to billiards in general. It depends entirely upon the defence, and the knowledge of the degree of strength with which each stroke should be played, either to defend or to make a hazard: for if a person who has a competent knowledge of the game, should not have a hazard to play at, he must endeavour to lay his own ball in such a position that his adversary may not have one to play at the next stroke. For a losing game hazard is much more easy to be made, when well understood, than a winning game hazard is in general.

I. WHEN you begin you must string for the lead, and the choice of the balls, the same as in the rules for leading at the white winning game.

II. If the striker misses the ball, he loses one; and if his ball goes into a hole by the same stroke, he loses three points.

III. If the striker holes his adversary's ball, he loses two points.

IV. Forcing either or both the balls over the table, or on a cushion, reckons nothing, and the striker loses the lead.

V. If the striker misses his adversary's ball, and forces his own ball over the table, &c. he loses one point and the lead.

VI. Either of the parties forcing over either or both the balls, reckons nothing, and the striker loses the lead.

VII. If the striker holes his own ball, he wins two points.

VIII. If the striker holes both balls, he wins four points.

IX. If the striker holes either of the balls, and forces the other over the table, &c. he loses the lead only.

The rest of the articles of regulations, &c. as in the winning game, are likewise to be observed.

RED, or CARAMBOLE WINNING GAME.

From Mr. DEW.

Sixteen in Number.

The red or carambole winning game is full of variety; and there being many chances in it, make it a game of great uncertainty: the odds of it are not calculated,

calculated, but are generally laid according to fancy, or to the custom of the tables where they are usually played at.

I. WHEN you begin, you must string for the stroke and the choice of the balls, the same as in the rules for leading, &c. in the winning game.

II. A red ball is to be placed on a spot made for that purpose, in the centre between the stringing nails or spots, at one end of the table.

III. The white or the striker's ball is to be played from a spot made for that purpose, in the centre between the stringing nails or spots at the other end of the table.

IV. After the first striker hath played, his adversary is to play next, and so on alternately throughout the game.

V. When the red ball hath been holed or forced over the table, &c. it must be placed on the same spot where it originally stood at the beginning of the game.

VI. When either of the white balls has been holed, &c. it must be placed and played from the same spot where it stood at the beginning of the game, when it is the striker's turn to play.

VII. If the striker misses both the balls, he loses one point.

VIII. If the striker misses both the balls, and holes his ball, he loses three points.

IX. If the striker hits the red and his adversary's ball with his own ball he played with, he wins two points; which stroke is called a carambole, or, for shortness, a carrom.

X. If the striker holes his adversary's white ball, he wins two points.

XI. If the striker holes the red ball, he wins three points.

XII. If the striker holes the red, and his adversary's white ball, by the same stroke, he wins five points.

N. B. Two for the white, and three for the red ball.

XIII. If the striker makes a carambole, and puts his adversary's or the white ball into a hole, he wins four points.

N. B. Two for the carambole, and two for the white ball.

XIV. If the striker makes a carambole, and holes the red ball, he wins five points.

N. B. Two for the carambole, and three for holing the ball.

XV. If the striker makes a carambole, and holes his adversary's or the white ball, and the red ball, by the same stroke, he wins seven points.

N. B. Two for the carambole, two for the white, and three for the red ball.

XVI. Forcing either or all the balls over the table, reckons nothing.

XVII. If the striker forces his adversary's or the red ball over the table, and by the same stroke should hole his own ball, he loses nothing.

XVIII. If the striker makes a carambole, and forces either of the balls over the table by the same stroke, he wins nothing.

XIX. If the striker forces the red ball over the table, it must be immediately placed on its proper spot.

XX.

XX. If the striker forces either his own or his adversary's ball over the table, or one of them into a hole by the same stroke, it reckons nothing of either side; and the ball or balls must be placed on the proper spot to play from, when it is each striker's turn to play.

XXI. If the striker, in playing a stroke, should make his mace or cue touch two balls at the same time, it is deemed a foul stroke, and, if discovered by his adversary, he wins nothing for any points he made for the stroke; and his adversary, if he pleases, may break the balls; that is, by parting the balls, and playing from the proper spot on the red ball, as at the beginning of the game. But if, by the foregoing stroke, which is deemed foul, his adversary does not break the balls, and play from the proper spot, &c. then the striker may reckon all the points he made by the stroke, and the marker is obliged to reckon them.

XXII. No person has a right to discover to the player whether the stroke be fair or foul, until it is asked, unless they are playing a four match; and, in that case, none but the player and his partner have a right to ask it.

XXIII. If the striker holes his own ball by a foul stroke, he either loses two or three points (according to which ball he struck first) by the stroke.

XXIV. If the striker makes a carambole, and holes his own ball, he wins nothing for the carambole, and loses either two or three points by the said stroke, according to which ball he struck first.

XXV. If the striker makes a carambole, and
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forces either of the balls over the table, he wins nothing by the carambole.

XXVI. If the striker is going to play with the wrong ball, no person in the room has any right to discover it to him, except his partner, if they are playing a double match.

XXVII. After a red ball has been holed, or forced over the table, the present striker is bound to see the ball placed on the proper spot before he strikes, otherwise he can win no points while the ball is out of its place; and the stroke he made is deemed foul. [See Article XXI.]

XXVIII. If after a white ball has been holed, or forced over the table, the striker is obliged to place his ball on the proper spot he is to play from, otherwise he can win no points he made by the stroke, which is likewise deemed foul. [See Article XXI.]

XXIX. If after the striker has made a carambole, or holed his adversary's or the red ball, he should touch either of the balls which remain on the table with hand, stick, or otherwise, he can win no points he made by the stroke; and it is deemed a foul stroke. [See Article XXI.]

XXX. If the striker plays with the wrong ball, it is deemed a foul stroke. [See Article XXI.]

XXXI. If the striker plays with his adversary's or the wrong ball, and holes the ball he played with, he either loses two or three points, according to which ball he struck first; and it is deemed a foul stroke. [See Article XXI.]

XXXII. If the striker plays with his adversary's or the wrong ball, and should miss both the balls, he loses one point; and if the ball should go
into

into a hole by the stroke, he loses three points; and it is deemed a foul stroke. [See Article XXI.]

XXXIII. If either or both the balls should be upon the line, or within the stringing nails or spots, where the white ball is originally placed, after his adversary's ball is off the table, it is called a balk; and the striker, who is to play from the spot, must strike the opposite cushion, to make the ball come back again to hit one of the balls within the balk; which if he does not, he loses one point: if he strikes the white ball first, and holes his own ball, he loses two points; and if he strikes the red ball first, and holes his own ball, he loses three points.

XXXIV. If the striker holes either or both the balls, or makes a carambole when the balls are within the balk, he wins two, three, five, or seven points, according to the stroke.

XXXV. When the striker plays from the spot at either of the balls within the balk, he is obliged to pass one of the balls, otherwise it is no stroke.

XXXVI. When the striker's and the red ball are within the balk, he is not obliged to pass the ball.

XXXVII. In either of the cases of playing with the wrong ball (if it is not discovered) the striker may reckon all the points he made by the stroke, and the marker is obliged to mark them.

XXXVIII. If after the red ball has been holed or forced over the table, either of the white balls should lie upon or near the spot, so that the red ball cannot be placed on its proper spot without touching each other, the marker must then hold the red ball in his hand while the striker plays at his adversary's ball; and the red ball must be immediately

mediately placed on its proper spot, so that it may not prevent a carambole, &c. from being made.

XXXIX. When either of the white balls has been holed, and the red or the white should stand upon or so near the spot that the striker cannot place the ball without touching each other, the marker must hold the red ball in his hand, &c. [See the foregoing rule.]

XL. If either of the balls should lie either before, behind, or on one side of the spot, so that the striker can place his ball without touching each other, he must play the ball as he can from the spot, neither of which balls must be moved to make way for him to play.

XLI. If the striker should touch two balls with his mace or cue, it is deemed a foul stroke. [See Article XXI.]

XLII. The betters ought to be particularly careful in proposing any betts before the stroke at this game, that may be supposed to have any tendency to influence the judgment of the player.

XLIII. No person in the room has any right, by signs, gestures, or otherwise, to discover to the player how the ball is to be played, whether the stroke is in his favour or not, or (after the stroke hath been played) of any error he may have committed in judgment; as a stroke of the same kind may happen in the same hazard, or in the game.

XLIV. Each person who proposes a bett should name the sum he intends to lay, and should likewise be very careful not to propose a bett when the striker has taken his aim, or is going to strike, lest it might disturb or interrupt the player in the stroke.

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The rest of the articles of the regulations, &c. as in the white winning game, are likewise to be observed.

RED or CARAMBOLE LOSING GAME.

From Mr. DEW.

The Game is Sixteen in Number.

The red or carambole losing game requires greater judgment than the winning, and depends materially on the skill of the player; the chances in it may happen sometimes to vary more than at the winning carambole game, and especially if the players do not properly understand the skilful part of the game.

I. THE game begins in the same manner as the carambole winning game.

II. If the striker misses both the balls, he loses one point.

III. If the striker misses both balls, and holes his own ball by the same stroke, he loses three points.

IV. If the striker hits the red ball first, and holes it, he loses three points, and the ball must be immediately replaced on its proper spot.

V. If the striker hits the white ball first, and holes it, he loses two points.

VI. If the striker holes the white and the red ball by the same stroke, he loses five points, viz. two for holing the white ball, and three for holing the red.

VII. If the striker makes a carambole, and holes either his adversary's or the red ball only, he wins nothing

nothing for the carambole, and loses either two or three points, according to which ball he struck first.

VIII. If the striker makes a carambole, he wins two points.

IX. If the striker makes a carambole by striking the white ball first, and should hole his own ball by the stroke, he wins four points, viz. two for the carambole, and two for holing his own ball on the white.

X. If the striker makes a carambole by striking the red ball first, and by the stroke should hole his own ball, he wins five points, viz. two for the carambole, and three for holing his own ball on the red.

XI. If the striker makes a carambole by striking the white ball first, and by that stroke should hole his own and his adversary's white ball, he wins six points, viz. two for the carambole, two for holing his own ball on the white, and two for holing his adversary's or the white ball.

XII. If the striker makes a carambole by striking the red ball first, and by the said stroke should hole his own ball, and his adversary's white ball, he wins seven points, viz. two for the carambole, three for holing his own ball on the red, and two for holing his adversary's white ball.

XIII. If the striker makes a carambole by striking the white ball first, and by the said stroke should hole his own and the red ball, he wins seven points, viz. two for the carambole, two for holing his own ball on the white, and three for holing the red ball.

XIV.

XIV. If the striker makes a carambole by striking the red ball first, and by the said stroke should hole his own and the red ball, he wins eight points, viz. two for the carambole, three for holing his own ball on the red, and three for holing the red ball.

XV. If the striker makes a carambole by striking the white ball first, and should hole his own ball, and his adversary's white and the red ball, he wins nine points, viz. two for the carambole, two for holing his own ball on the white, two for holing his adversary's white ball, and three for holing the red ball.

XVI. If the striker makes a carambole by striking the red ball first, and by the said stroke should hole his own ball, and the red and his adversary's white ball, he wins ten points, viz. two for the carambole, three for holing his own ball on the red, three for holing the red, and two for holing his adversary's white ball.

XVII. If the striker holes his own ball on the white ball, he wins two points.

XVIII. If the striker holes his own ball on the red, he wins three points.

XIX. If the striker, by striking the white ball first, should hole his own ball and his adversary's white ball, he wins four points, viz. two for holing his own ball on the white, and two for holing his adversary's white ball.

XX. If the striker, by striking the red ball first, should hole his own ball and his adversary's white ball, he wins five points, viz. three for holing his own ball on the red, and two for holing the white ball.

XXI.

XXI. If the striker strikes his adversary's white ball first, and holes his own ball and the red, he wins five points, viz. two for holing his own ball on the white, and three for holing the red ball.

XXII. If the striker strikes the red ball first, and holes his own ball, and his adversary's white ball, he wins five points, viz. three for holing his own ball on the red, and two for holing his adversary's on the white ball.

XXIII. If the striker strikes his adversary's white ball first, and holes his own ball, and his adversary's white ball, and the red, by the same stroke, he wins seven points, viz. two for holing his own ball on the white, two for holing his adversary's white ball, and three for holing the red ball.

XXIV. If the striker strikes the red ball first, and holes his own ball and the red, and his adversary's white ball by the same stroke, he wins eight points, viz. three for holing his own ball on the red, three for holing the red ball, and two for holing the white ball.

XXV. If the striker strikes the red ball first, and holes his own and the red ball, he wins six points, viz. three for holing his own ball on the red, and three for holing the red ball.

XXVI. The betters ought to be particularly careful in proposing any betts at this game, that may be supposed to have any tendency to pervert or to influence the judgment of the player.

N. B. The rest of the rules and regulations are likewise to be observed, as in the rules for the carambole winning game, &c.

FORTIFICATION BILLIARDS.

AS the table on which this game is played differs materially from a common billiard table, we shall here endeavour to describe it.

The superficies of the table is like that used for the other games of billiards. Then—

First. There are ten forts made of wood, in the form of castles, which are to have lead put in them for the purpose of making them heavy, so that in playing the balls they may not be moved from their places.

In the front of each fort, at the bottom, is an arch, full wide and high enough to admit the ball, which is to be put through it to attack the fort. Within the arch of each fort a small bell is hung, which must be made to ring by the adversary's attacking ball, otherwise the fort cannot be taken.

Secondly. The pass through which each of the adversary's attacking balls must pass, before a fort can be taken.

Lastly. The grand batteries, and ten flags or colours.

Two of the forts, called the grand forts, are to be made larger than the rest, and to have an arch cut through them of the size the others have.

Five of the forts, including one of the grand forts, one of the batteries, and five of the flags or colours, are usually painted red, and the forts and battery are to be pointed like brick-work, which colour denotes them to be English; on each fort one red colour is to be hoisted on the centre of the front thereof.

The other five forts, grand fort included, bat-
F
tery

tery and colours, are to be of a white colour; the forts and battery to be pointed with black, like stone, are called French, one white colour to be hoisted on each as before mentioned.

The pass, which serves for the purpose of both parties attacking balls to go through, is to be made in the form of the grand forts, but rather longer, for distinction, and to have an arch of the size of the grand forts, and is to be painted of different colours—viz. one of the ends where the arch is, of a red, to continue half way of each side, and the same on the top; the other end of the arch is to be white, and to continue in the same colour over the other half as before.

There are likewise two colours to be hoisted on the pass—viz. one red and the other white; the red to be hoisted at the English end, and the white at the French end.

The pass is to be placed in the centre of the table, the red end to face the English forts, and the white end the French forts.

The limit of each party's quarter is from the end cushion, where his forts are placed, to his pass on each side of the table.

The red or English forts are to possess one end of the table, and is called the English quarter.

The white or French forts are to possess the other end of the table, and is called the French quarter.

The two forts in each quarter in the first angle from the pass, are to be taken first, which are, therefore, called the advanced forts.

The two forts in the second angle are to be taken next, which are called the reserved forts.

Lastly

Lastly—the grand fort, with the battery placed before the same, is the last to be taken.

The height of the advanced and the reserved forts is to be five inches and a half, the breadth and length of the advanced forts five inches to the square, and the length of the reserved forts is five inches and a half, and the back of them to be rounded off.

The height of the grand forts is to be five inches and a half, the breadth and length six inches and a quarter. The batteries are made in a triangular form; the height of them is three inches, the breadth at the extremity is two inches and a half, and the length three inches and a half.

The height of the pass is five inches and a half, the breadth six inches and a quarter, and the length seven inches.

The height of the concave in the forts, where the attacking ball must enter, is three inches, the breadth two inches and a half, the depth two inches and three quarters.

The bell which is to be within the arch in each fort must be hung one inch and a half within it.

The balls which are to be played with at this game are to be one inch and three eighths diameter.

FORTIFICATION BILLIARDS.

From Mr. DEW.

The Game is Twenty in Number.

I. THE game begins, he who strikes the opposite cushion, and brings the ball nearest the cushion

where he struck from, shall have the first stroke, and have the red (or English side of the forts), and must commence hostilities, and begin the attack.

II. Each party has three balls, viz. one attacking ball and two defending balls.

III. The balls are placed on the spots in the table, thus: the attacking ball in the middle, the defending balls on each side thereof.

IV. The ball for the attack on the red (or English side of the forts) must be spotted with red, and the defending balls with small black circles.

V. The ball for the attack on the white (or French) side of the forts must be white, i. e. plain, and the two defending balls eight black spots on each ball.

VI. Before you can attack any of the forts, you must make the pafs.

VII. When you have made the pafs, you must take down your adversary's colours, and then attack either of his advanced forts, which must be taken first.

VIII. If after you have made the pafs, you do not take down your adversary's colours, you must make the pafs again from your own side of the forts; but you must not return to the spot.

IX. If you take either of your adversary's forts, after you have made the pafs, and have not taken down your adversary's pafs colours, you lose two points, and must return to your spot again.

X. After you have regularly made the pafs, and have taken a fort, you must return to your middle spot again.

Note. Regularly making the pafs, is when you have

have taken down your adversary's colours, conformable to Article VII.

XI. When you have taken a fort, you win four points.

XII. If you do not take down your adversary's colours, when you have taken his fort, you are obliged to take the said fort again, and must be put back those four points you won by the same.

XIII. Missings at this game reckon nothing.

XIV. After you have regularly made the pass, you are not obliged to go through it again during the game.

XV. In each fort there is a bell, which gives notice at being taken; which bell must be made to ring, otherwise the fort is not taken.

XVI. The besieged may defend his forts, or may send his attacking ball into the assaulter's quarter to attack his forts.

XVII. The besieger must take his adversary's forts with his attacking ball.

XVIII. If the besieger should take his adversary's fort with either of his defending balls, he loses two points, and returns to his spot again.

XIX. If the striker plays with either of his adversary's balls, he loses two points, and if he played on either of his own balls, it must be put on its proper spot again, if his adversary requires it.

XX. Either party may send his defending ball or balls into his adversary's quarter, if he pleaseth.

XXI. After having taken the two advanced forts, you must take the two other forts in the next angle, which are called the reserved forts, and lastly the grand fort.

XXII. He who does not take the forts according

ing to the above direction, and takes either of the last for the first, loses two points, and must return to the proper spot again.

XXIII. After a fort hath been taken, or a ball holed or forced over the table, the striker is bound to place, or to see the ball placed, on its proper spot; and if he does not, he shall reckon nothing for any forts, &c. he shall take during the time the ball is out of its place.

XXIV. After having taken a fort, either by storm or otherwise, and his adversary takes the said ball out of the fort, to place it or otherwise, and although he does not take down his colours, nevertheless the said fort is deemed as taken, and the colours are to be taken down.

N. B. Taking a fort by storm is, when the party has made his utmost efforts to take it, and it is so well defended and guarded by his adversary, so that he is obliged to have recourse to stratagem, that is, by laying his ball in a proper angle, and striking the ball against the end cushion, and bringing the ball back again into his adversary's fort.

XXV. If the striker forces either of his adversary's balls into his own fort which has not been taken, he makes him a prisoner of war, and wins six points.

XXVI. If the striker forces either of his adversary's balls into his own fort which has been taken, it is no prisoner of war, but the said striker wins two points.

XXVII. If the striker forces either of his adversary's balls into his adversary's fort, he wins two points.

XXVIII.

XXVIII. If the striker holes either of his adversary's balls, or two, &c. for each ball so holed he wins two points.

XXIX. If the striker holes his own ball or balls, for each ball so holed he loses two points.

XXX. If the striker forces his adversary's ball, or balls, over the table, or on a fort, or cushion, for each ball he wins two points.

XXXI. If the striker forces his own ball, or balls, over the table, &c. for each ball he loses two points.

XXXII. If the striker forces his adversary's ball over the table, or on a fort or cushion, or into a hole, and regularly takes his adversary's fort by the same stroke, he wins six points. But if by the same stroke the striker's ball should go into a fort which hath been taken, or is out of the angle, he loses two points.

XXXIII. If the striker holes his own or his adversary's ball, or forces them over the table, or on a fort, or cushion, he loses two points.

XXXIV. If the striker forces his ball into any of his own or adversary's forts, which have been taken, or into any of his adversary's forts out of the angle, he loses two points.

XXXV. When a ball is holed or forced over the table, or on, &c. such ball is to be placed on its proper spot: but if it happens that the spot should be occupied by another ball, in such case the ball is to be placed behind it, so as not to touch the ball.

XXXVI. Whoever takes a fort after it has been regularly taken, and the colours are down, loses two points.

XXXVII.

XXXVII. When the striker's adversary's ball is out of sight (that is, lying behind a fort, so that it cannot be seen), and the striker has a fancy to strike the cushion first, and hit the said ball backwards, by giving warning, saying, *I do not see*, if he should hit the said ball, he wins two points; but if he should not hit the ball, he loses two points.

XXXVIII. If, by the before-mentioned stroke, the striker should hit the ball, and holes his own ball, or forces it over the table, or on a fort or cushion, or into either of his own forts, or into either of his adversary's forts, which has been taken *, or is out of the angle, he loses two points, and shall reckon nothing for hitting the said ball.

XXXIX. If either of the adversary's balls should lie before either of the striker's forts, which has not been taken, and (the said ball being out of sight) has a fancy to strike the cushion first, and hit the said ball backwards, to make a prisoner of war of his said adversary's ball, by saying, *I do not see*, if he hits the ball, he wins two points, and if he makes a prisoner of war of his adversary's ball, he wins six points more, and his adversary's ball must return to its proper spot again.

XL. When the striker gives warning, saying, *I do not see*, his adversary, or the disinterested company, have a right to be judges thereof, or the marker, if any dispute should arise thereon.

XLI. If the striker holes, &c. either of his adversary's defending balls, it is at his adversary's option to place the said ball on either of the proper spots, if they are both vacant.

XLII. Whoever touches both balls with mace or cue, it is deemed a foul stroke; therefore he can-

* Out of the angle.—Vide XXI. and XXII.

not reckon any points he made by the said stroke, if it is discovered and proved to be so by the disinterested part of the company and the marker; but if it is not discovered, the marker is obliged to reckon all the points made by the stroke. But if the said stroke is proved to be foul, then it is at his enemy's option either to break the balls, or to make him return to his proper spot again.

XLIII. If the striker makes a foul stroke, and holes his own ball, or forces it over the table, &c. he loses two points for each of his own balls so holed or forced over the table; and it is at his adversary's option to part the balls, if he pleases.

XLIV. If the striker moves the ball, it must be put back to the proper place it was moved from.

XLV. Whoever blows on his enemy's or on his own ball, when running, it is deemed foul. [See Article XLII.]

XLVI. If the striker, by blowing on his own ball, should put it out of its proper course, especially when running near a hole, he loses two points, and it is deemed foul. [See Article XLII.]

XLVII. Whoever stops a ball with stick, or otherwise, after the stroke, it is deemed foul. [See Article XLII.]

XLVIII. Whoever plays with both feet off the ground, without permission from his enemy, it is deemed foul. [See Article XLII.]

XLIX. Whoever plays upon a ball, when running, it is deemed foul. [See Article XLII.]

L. Whoever retains his adversary's stick, when playing, loses two points—besides, it is foul. [See Article XLII.]

LI. Whoever gets the first twenty points, each
fort

fort being regularly taken is four points, wins the game.

LII. When four parties play a double match, he who plays before his turn loses two points.

N. B. The rest of the necessary rules and regulations are to be found in the rules, &c. of the white winning game.

TABLES of ODDS. *Equal Players.*

1	love	is	5	to	4	3	to	2	is	5	to	4
2	—	—	3	—	2	4	—	—	—	8	—	5
3	—	—	7	—	4	5	—	—	—	9	—	5
4	—	—	2	—	1	6	—	—	—	3	—	1
5	—	—	5	—	2	7	—	—	—	7	—	2
6	—	—	4	—	1	8	—	—	—	6	—	1
7	—	—	9	—	2	9	—	—	—	7	—	1
8	—	—	10	—	1	10	—	—	—	21	—	1
9	—	—	11	—	1	11	—	—	—	22	—	1
10	—	—	36	—	1							
11	—	—	40	—	1	4	to	3	is	7	to	5
						5	—	—	—	8	—	5
2	to	1	is	4	to	3	6	—	—	5	—	2
3	—	—	—	8	—	2	7	—	—	3	—	1
4	—	—	—	7	—	4	8	—	—	5	—	1
5	—	—	—	2	—	1	9	—	—	6	—	1
6	—	—	—	7	—	2	10	—	—	20	—	1
8	—	—	—	9	—	1	11	—	—	21	—	1
9	—	—	—	10	—	1						
10	—	—	—	32	—	1						
11	—	—	—	36	—	1						

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5	to	4	is	5	to	4
6	—	—	—	7	—	4
7	—	—	—	2	—	1
8	—	—	—	4	—	1
9	—	—	—	9	—	2
10	—	—	—	21	—	2
11	—	—	—	12	—	1
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6	to	5	is	3	to	2
7	—	—	—	7	—	4
8	—	—	—	3	—	1
9	—	—	—	4	—	1
10	—	—	—	9	—	1
11	—	—	—	21	—	2
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7	to	6	is	4	to	3
8	—	—	—	2	—	1
9	—	—	—	5	—	2
10	—	—	—	5	—	1
11	—	—	—	11	—	2

8	to	7	is	7	to	4
9	—	—	—	2	—	1
10	—	—	—	9	—	2
11	—	—	—	5	—	1
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9	to	8	is	5	to	4
10	—	—	—	11	—	4
11	—	—	—	3	—	1
<hr/>						
10	to	9	is	9	to	4
11	—	—	—	5	—	2

11 to 10, or according to the stroke.

When a Person who gives one Point to another, is

1	all	is	5	to	4
2	to 1	—	3	—	2
3	—	—	7	—	4
4	—	—	2	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	10	—	1
9	—	—	11	—	1
10	—	—	36	—	1
11	—	—	40	—	1

2	all	is	5	to	4
3	to 2	—	3	—	2
4	—	—	7	—	4
5	—	—	2	—	1
6	—	—	7	—	2
7	—	—	4	—	1
8	—	—	9	—	1
9	—	—	10	—	1
10	—	—	25	—	1
11	—	—	26	—	1

3	all	is	5	to	4
4	to 3	—	3	—	2
5	—	—	7	—	4
6	—	—	3	—	1
7	—	—	7	—	2
8	—	—	6	—	1
9	—	—	13	—	2
10	—	—	21	—	1
11	—	—	22	—	1

4	all	is	5	to	4
5	to 4	—	7	—	5
6	—	—	2	—	2
7	—	—	11	—	5
8	—	—	9	—	2
9	—	—	5	—	1
10	—	—	12	—	1
11	—	—	13	—	1

5	all	is	5	to	4
6	to 5	—	8	—	5
7	—	—	9	—	5
8	—	—	4	—	1
9	—	—	9	—	2
10	—	—	10	—	1
11	—	—	11	—	1

6	all	is	6	to	5
7	to 6	—	7	—	5
8	—	—	5	—	2
9	—	—	11	—	4
10	—	—	11	—	2
11	—	—	6	—	1

7	all	is	6	to	5
8	to 7	—	9	—	5
9	—	—	9	—	4
10	—	—	5	—	1
11	—	—	11	—	2

8	all	is	7	to	6
9	to 8	—	4	—	3
10	—	—	3	—	1
11	—	—	7	—	2

9	all	is	7	to	6
10	to 8	—	5	—	2
11	—	—	11	—	4

10 all is 8 to 7
11 to 10, or according to the
stroke.

When a Person who gives Two Points to another, is

1	to 2	is	5	to	4
2	all	—	3	—	2
3	to 2	—	7	—	4
4	—	—	2	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	10	—	1
9	—	—	11	—	1
10	—	—	31	—	1
11	—	—	32	—	1

3	to 2	is	7	to	4
4	—	—	2	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	10	—	1
9	—	—	21	—	1
10	—	—	30	—	1
11	—	—	31	—	1

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3	all	is	3	to	2
4	to 6	—	7	—	4
5	—	—	2	—	1
6	—	—	7	—	2
7	—	—	4	—	1
8	—	—	9	—	1
9	—	—	10	—	1
10	—	—	26	—	1
11	—	—	27	—	1

4	all	is	7	to	5
5	to 4	—	8	—	5
6	—	—	5	—	2
7	—	—	11	—	4
8	—	—	5	—	1
9	—	—	11	—	2
10	—	—	20	—	1
11	—	—	21	—	1

5	all	is	7	to	5
6	to 5	—	7	—	4
7	—	—	2	—	1
8	—	—	9	—	2
9	—	—	5	—	1
10	—	—	15	—	1
11	—	—	16	—	1

6	all	is	4	to	3
7	to 6	—	3	—	2
8	—	—	5	—	2
9	—	—	3	—	1
10	—	—	11	—	2
11	—	—	6	—	1

7	all	is	4	to	3
8	to 7	—	2	—	1
9	—	—	5	—	2
10	—	—	5	—	1
11	—	—	11	—	2

8	all	is	5	to	4
9	to 8	—	7	—	5
10	—	—	3	—	1
11	—	—	7	—	2

9	all	is	5	to	4
10	to 9	—	11	—	4
11	—	—	3	—	1

10 all is 6 to 5
11 to 10, or according to
the stroke.

When a Person who gives Three Points to another, is

1	to 3	is	5	to	4
2	—	—	3	—	2
3	all	—	7	—	4
4	to	—	1	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	10	—	1
9	—	—	11	—	1
10	—	—	21	—	1
11	—	—	22	—	1

4	all	is	8	to	5
5	to 4	—	9	—	5
6	—	—	3	—	1
7	—	—	7	—	2
8	—	—	7	—	1
9	—	—	8	—	1
10	—	—	20	—	1
11	—	—	21	—	1

5	all	is	8	to	5
6	to 5	—	5	—	2
7	—	—	3	—	1
8	—	—	6	—	1
9	—	—	13	—	2
10	—	—	19	—	1
11	—	—	20	—	1

6	all	is	3	to	2
7	to 6	—	7	—	4
8	—	—	7	—	2
9	—	—	4	—	1
10	—	—	6	—	1
11	—	—	13	—	2

7	all	is	3	to	2
8	to 7	—	5	—	2
9	—	—	3	—	1
10	—	—	11	—	2
11	—	—	6	—	1

8	all	is	4	to	2
9	to 8	—	3	—	2
10	—	—	7	—	2
11	—	—	4	—	1

9	all	is	4	to	3
10	to 9	—	3	—	1
11	—	—	7	—	2

10 all is 5 to 4
11 to 10, or according to
the stroke.

When a Person who gives Four Points to another, is

1	to 4	is	5	to	4
2	—	—	3	—	2
3	—	—	7	—	4
4	—	—	2	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	8	—	1
9	—	—	9	—	1
10	—	—	26	—	1
11	—	—	27	—	1

5	all	is	2	to	1
6	to 5	—	7	—	2
7	—	—	4	—	1
8	—	—	7	—	1
9	—	—	8	—	1
10	—	—	24	—	1
11	—	—	25	—	1

6	all	is	7	to	4
7	to 6	—	2	—	1
8	—	—	5	—	1
9	—	—	11	—	2
10	—	—	15	—	1
11	—	—	16	—	1

7	all	is	7	to	4
8	to 7	—	4	—	1
9	—	—	9	—	2
10	—	—	13	—	1
11	—	—	14	—	1

8	all	is	8	to	5
9	to 8	—	9	—	5
10	—	—	4	—	1
11	—	—	9	—	2

9	all	is	8	to	5	
10	to	9	—	7	—	2
11	—	—	4	—	1	

10	all	is	3	to	2
11	to	10,	according	to	the
	stroke.				

When a Person who gives Five Points to another, is

1	to	5	is	5	to	4
2	—	—	—	3	—	2
3	—	—	—	7	—	4
4	—	—	—	2	—	1
5	—	—	—	5	—	2
6	—	—	—	4	—	1
7	—	—	—	9	—	2
8	—	—	—	8	—	1
9	—	—	—	9	—	1
10	—	—	—	24	—	1
11	—	—	—	25	—	1

6	all	is	5	to	2	
7	to	6	—	3	—	1
8	—	—	11	—	—	1
9	—	—	6	—	—	1
10	—	—	14	—	—	1
11	—	—	15	—	—	1

7	all	is	5	to	2
8	to	7	—	4	—
9	—	—	11	—	4
10	—	—	13	—	1
11	—	—	14	—	1
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8	all	is	2	to	4
9	to	8	—	5	—
10	—	—	11	—	4
11	—	—	6	—	1

9	all	is	2	to	1	
LO	to	9	—	4	—	1
11	—	—	11	—	2	

10 all is 8 to 5
11 to 10, or according to the
stroke.

When a Person who gives Six Points to another, is

6	all	is	3	to	1	
7	to	6	—	7	—	2
8	—	—	6	—	1	
9	—	—	7	—	1	
10	—	—	15	—	1	
11	—	—	16	—	1	

7	all	is	3	to	1	
8	to	7	—	11	—	2
9	—	—	6	—	1	
10	—	—	14	—	1	
11	—	—	15	—	1	

8	all	is	5	to	2
9	to 8	—	11	—	4
10	—	—	6	—	4
11	—	—	7	—	1

9	all	is	5	to	2
10	to 9	—	5	—	1
11	—	—	6	—	1

10	all	is	2	to	1
11	to 10,	or according to the stroke.			

When a Person who receives One Point from another, is

2	love	is	4	to	3
3	—	—	3	—	2
4	—	—	7	—	4
5	—	—	2	—	1
6	—	—	7	—	2
7	—	—	4	—	1
8	—	—	9	—	1
9	—	—	10	—	1
10	—	—	35	—	1
11	—	—	36	—	1

When a Person who receives Two Points from another, is

3	love	is	5	to	4
4	—	—	8	—	5
5	—	—	9	—	5
6	—	—	3	—	1
7	—	—	7	—	2
8	—	—	8	—	1
9	—	—	9	—	1
10	—	—	26	—	1
11	—	—	27	—	1

When a Person who receives Three Points from another, is

4	love	is	7	to	5
5	—	—	8	—	5
6	—	—	11	—	4
7	—	—	3	—	1
8	—	—	7	—	1
9	—	—	8	—	1
10	—	—	25	—	1
11	—	—	26	—	1

When a Person who receives Four Points from another, is

5	love	is	7	to	5
6	—	—	2	—	1
7	—	—	5	—	2
8	—	—	6	—	1
9	—	—	7	—	1
10	—	—	15	—	1
11	—	—	16	—	1

When a Person who receives Five Points from another, is

6	love	is	7	to	4
7	—	—	2	—	1
8	—	—	5	—	1
9	—	—	6	—	1
10	—	—	14	—	1
11	—	—	15	—	1

When

When a Person who receives Six Points from another, is

7	love	is	3	to	2
8	—	—	4	—	1
9	—	—	5	—	1
10	—	—	11	—	1
11	—	—	12	—	2

When a Person who receives Two Points from another, is

4	to	2	is	6	to	5
5	—	—	—	4	—	3
6	—	—	—	5	—	2
7	—	—	—	3	—	1
8	—	—	—	5	—	1
9	—	—	—	11	—	2
10	—	—	—	13	—	1
11	—	—	—	19	—	1

When a Person who receives Two Points from another, is

6	to	4	is	4	to	3
7	—	—	—	3	—	2
8	—	—	—	3	—	1
9	—	—	—	7	—	2
10	—	—	—	9	—	1
11	—	—	—	10	—	1

When a Person who receives Two Points from another, is

8	to	6	is	3	to	2
9	—	—	—	7	—	4
10	—	—	—	4	—	1
11	—	—	—	9	—	2

When a Person who receives Two Points from another, is

10	to	8	is	3	to	1
11	—	—	—	5	—	2

When a Person who receives Four Points from another, is

7	to	4	is	equal.
8	—	—	—	2 to 1
9	—	—	—	5 — 2
10	—	—	—	7 — 1
11	—	—	—	8 — 1

When a Person who receives Four Points from another, is

8	to	6	is	equal.
9	—	—	—	5 — 4
10	—	—	—	3 — 1
11	—	—	—	7 — 2

When a Person who receives Four Points from another, is

10	to	8	is	3	to	2
11	—	—	—	7	—	4

When a Person who receives Four Points from another, is

10	to	9	is	5	to	4
11	—	—	—	3	—	2

When a Person who receives Six Points from another, is

10	to	7	is	7	to	4
11	—	—	—	2	—	1

When a Person who receives Six Points from another, is

11	to	8	is	4	to	3
----	----	---	----	---	----	---

The Odds of a Hazard, when One Point is given, is according to the Stroke,

When	2	are given	6	to	5
—	3	—	5	—	4
—	4	—	3	—	2
—	5	—	8	—	5
—	6	—	2	—	1

The full Odds that one Person does not get Two Hazards following, is

—	—	3	to	1
3 hazards	ditto	7	—	1
4 —	—	15	—	1
5 —	—	31	—	1
6 —	—	63	—	1

THE GAME OF CRICKET.

The Laws to be observed in playing.

THE ball must weigh not less than five ounces and a half, nor more than five ounces and three quarters.

It cannot be changed during the game, but with the consent of both parties.

The bat must not exceed four inches and one quarter in the widest part.

The stumps must be twenty-two inches, the bail six inches long.

The bowling-crease must be parallel with the stumps, three feet in length, with a return-crease.

The popping-crease must be three feet ten inches from the wickets; and the wickets must be opposite to each other, at the distance of twenty-two yards.

The party which goes from home shall have the choice of the innings and the pitching of the wickets, which shall be pitched within thirty yards of a centre fixed by the adversaries.

When the parties meet at a third place, the bowlers shall toss up for the pitching of the first wicket, and the choice of going in.

The bowler must deliver the ball with one foot behind the bowling-crease, and within the return-crease; and shall bowl four balls before he changes wickets, which he shall do but once in the same innings.

He may order the player at his wicket to stand on which side of it he pleases.

The striker is out if the bail is bowled off, or the stump bowled out of the ground:

Or if the ball, from a stroke over or under his bat, or upon his hands (but not wrists) is held before it touches the ground, though it be hugged to the body of the catcher:

Or if, in striking, both his feet are over the popping-

popping-creafe, and his wicket is put down, except his bat is grounded within it:

Or if he runs out of his ground to hinder a catch:

Or if a ball is struck up, and he wilfully strikes it again:

Or if, in running a notch, the wicket is struck down by a throw, or with the ball in hand, before his foot, hand, or bat is grounded over the popping-creafe; but if the bail is off, a stump must be struck out of the ground by the ball:

Or if the striker touches or takes up the ball before it has lain still, unless at the request of the opposite party:

Or if the striker puts his leg before the wicket, with a design to stop the ball, and actually prevents the ball from hitting his wicket by it.

If the players have crossed each other, he that runs for the wicket that is put down is out; if they are not crossed, he that has left the wicket that is put down is out.

When the ball has been in the bowler's or wicket-keeper's hands, the strikers need not keep within their ground till the umpire has called *play*; but if the player goes out of his ground with an intent to run, before the ball is delivered, the bowler may put him out.

When the ball is struck up in the running-ground between the wickets, it is lawful for the strikers to hinder its being caught: but they must neither strike at, nor touch the ball with their hands.

If the ball is struck up, the striker may guard his wicket either with his bat or his body.

In

In single-wicket matches, if the striker moves out of his ground to strike at the ball, he shall be allowed no notch for such stroke.

The wicket-keeper shall stand at a reasonable distance behind the wicket, and shall not move till the ball is out of the bowler's hand, and shall not, by any noise, incommode the striker; and if his hands, knees, foot, or head, be over or before the wicket, though the ball hit it, it shall not be out.

The umpires shall allow two minutes for each man to come in, and fifteen minutes between each innings. When the umpires shall call *play*, the party refusing to play shall lose the match.

They are the sole judges of fair and unfair play, and all disputes shall be determined by them.

When a striker is hurt, they are to allow another to come in, and the person hurt shall have his hands in any part of that innings.

They are not to order a player out, unless appealed to by the adversaries.

But if the bowler's foot is not behind the bowling-crease, and within the return-crease, when he delivers the ball, the umpire, unasked, must call *no ball*.

If the striker run a short notch, the umpire must call *no notch*.

BETTS.

If the notches of one player are laid against another, the bett depends on both innings, unless otherwise specified.

If one party beats the other in one innings, the notches in the first innings shall determine the bett.

But

But if the other party goes in a second time, then the bett must be determined by the numbers on the score.



THE GAME OF TENNIS.

A TENNIS-COURT is usually ninety-six or ninety-seven feet long, by thirty-three or four in breadth. A net hangs across the middle, over which the ball must be struck, to make any stroke good. At the entrance of a tennis-court there is a long covered passage before you go into the dedans, the place where spectators usually are; into which, whenever a ball is played, it counts for a certain stroke. This long passage is divided into different departments, which are called galleries, *viz.* from the line towards the dedans, is the first gallery; door, second gallery, and the last gallery; which is called the service-side. From the dedans to the last gallery are the figures 1, 2, 3, 4, 5, 6, each at a yard distance, marking the chaces, one of the most essential parts of this game. On the other side the line is the first gallery; door, second gallery, and last gallery; which is called the hazard-side: every ball played into the last gallery on this side tells for a certain stroke, the same as into the dedans. Between the second and this last gallery are the figures 1, 2, marking the chaces on the hazard-side. Over this long gallery is the
pent-

pent-house, on which the ball is played from the service-side to begin a set of tennis, and if the player fails striking the ball (so as to rebound from the pent-house) over a certain line on the service-side, it is reckoned a fault; two of them are counted for a stroke. If the ball passes round the pent-house, on the opposite side of the court, and falls beyond a particular described line, it is called *passe*, goes for nothing, and the player is to serve again.

On the right-hand of the court from the *dedans*, a part of the wall projects more than the rest, in order to make a variety in the stroke, and render it more difficult to be returned by the adversary, and is called the *tambour*: the grill is the last thing on the right-hand, wherein if the ball is struck, it is reckoned 15, or a certain stroke.

A set of tennis consists of six games, but if what is called an advantage set is played, two successive games above five games must be won to decide; or, in case it should be six games all, two games must still be won on one side to conclude the set.

When the player gives his service, in order to begin the set, his adversary is supposed to return the ball, whenever it falls after the first rebound, untouched; for example, if at the figure 1, the chace is called at a yard, that is to say, at a yard from the *dedans*; this chace remains till a second service is given, and if the player on the service-side lets the ball go after his adversary returns it, and if the ball falls on or between any one of these figures, they must change sides, for he will be then on the hazard-side to play for the first chace, which if he wins by striking the ball so as to fall, after its first rebound, nearer to the *dedans* than the figure 1, with-

1, without his adversary's being able to return it from its first rebound, he wins a stroke, and then proceeds in like manner to win a second stroke, &c. If a ball falls on a line with the first gallery, door, second gallery, or last gallery, the chace is likewise called at such or such a place, naming the gallery, &c. When it is just put over the line, it is called a chace at the line. If the player on the service-side returns a ball with such force as to strike the wall on the hazard-side, so as to rebound, after the first hop, over the line, it is also called a chace at the line.

The chaces on the hazard-side proceed from the ball being returned either too hard, or not hard enough, so that the ball, after its first rebound, falls on this side the line which describes the hazard-side chaces, in which case it is a chace at 1, 2, &c. provided there is no chace depending, and according to the spot where it exactly falls. When they change sides, the player, in order to win this chace, must put the ball over the line, any where, so that his adversary does not return it. When there is no chace on the hazard-side, all balls put over the line from the service-side, without being returned, reckon.

The game, instead of being marked one, two, three, four, is called for the first stroke, *fifteen*; for the second, *thirty*; for the third, *forty*; and for the fourth, *game*, unless the players get four strokes each; then, instead of calling it *forty all*, it is called *deuce*, after which, as soon as any stroke is got, it is called *advantage*, and in case the strokes become equal again, *deuce* again; till one or the other gets two strokes following, to win the game.

The odds at this game are very uncertain, on account of the chances : and various methods of giving odds have been used to render a match equal.

A *bisque* is the lowest odds given (except choice of the side), and is the liberty of scoring a stroke whenever the player, who receives the advantage, chooses ; for example, let a game be forty to thirty, he who is forty by taking the *bisque* becomes game.

Fifteen is a stroke given at the beginning of a game.

Half thirty, is *fifteen* given the first game, and *thirty* the second ; and so on to the whole *thirty*, *forty*, &c.

Half-court, is confining the player to play into the adversary's half-court, and is of great advantage to the adversary.

Touch no wall, is another great advantage given to the adversary.

Round service, is serving the ball round the pent-house.

Barring the hazards, is not reckoning the dedans, tambour, grill, or the lost gallery, or the hazard-side, &c. &c.

The odds generally laid, making allowance for particular circumstances, are as follows :

The first stroke being won between even players, that is, 15 love, the odds are,

Of the single game	—	—	7 to 4
Thirty love	—	—	4 to 1
Forty love	—	—	8 to 1
Thirty fifteen	—	—	2 to 1
Forty fifteen	—	—	5 to 1
Forty thirty	—	—	3 to 1
	R		The

The odds of a four game set, when the first game is won, are

When two games love 7 to 4

Three games love 4 to 1

When two games to one 8 to 1

Three games to one 2 to 1

The odds of a six game set, when the first game is won, are

When two games love 3 to 2

Three games love 2 to 1

Four games love 4 to 1

Five games love 10 to 1

When two games to one 21 to 1

Three games to one 8 to 5

Four games to one 5 to 2

Fives games to one 5 to 1

When three games to two 15 to 1

Four games to two 7 to 4

Five games to two 4 to 1

When four games to three 10 to 1

Five games to three 2 to 1

The odds of an advantage set, when the first game is won, are

When two games love 5 to 4

Three games love 7 to 4

Four games love 3 to 1

Five games love 5 to 1

When two games to one 15 to 1

Three games to one 4 to 3

Four games to one 2 to 1

Five games to one 7 to 2

When three games to two 10 to 1

Four games to two 3 to 2

Five games to two 3 to 1

When

When four games to three	—	8 to 5
Five games to three	—	3 to 1
When five games to four	—	2 to 1
When six games to five	—	5 to 2

THE GAME OF GOFF, OR GOLF.

THIS game is the favourite amusement in Scotland in the summer; it is played with clubs and balls.

Of the clubs there are six sorts used by proficients: *viz.* the *common club*, when the ball lies on the ground; the *scraper* and *half scraper*, when in long grass; the *spoon*, when in a hollow; the *heavy iron club*, when it lies deep among the stones or mud; and the *light iron club*, when on the surface of chingle or sandy ground. All these clubs are taper at the part that strikes the ball; they are also faced with horn, and loaded with lead.

The balls are considerably smaller than those used at cricket, but much harder.—They are made of horse leather, stuffed with feathers, in a peculiar manner, and boiled.

The ground may be circular, triangular, or a semicircle. The number of holes are not limited; that always depends on what the length of the ground will admit. The general distance between one hole and another is about a quarter of a mile, which commences and terminates every game; and

the party who gets their ball in by the fewest number of strokes are the victors.

Two, four, six, eight, or as many as chuse, may play together; but what is called the good game never exceeds four; that number being allowed to afford best diversion, and not so liable to confusion as six, eight, ten, or twelve might be.

The more rising or uneven the ground, requires the greater nicety or skill in the players; on which account, it is always given the preference to by proficient.

Light balls are used when playing with the wind, and heavy ones against it.

At the beginning of each game the ball is allowed to be elevated to whatever height the player chuses, for the convenience of striking; but not afterwards. This is done by means of sand or clay, called a *teeing*.

The balls which are played off at the beginning of the game must not be changed until the next hole is won, even if they should happen to burst.

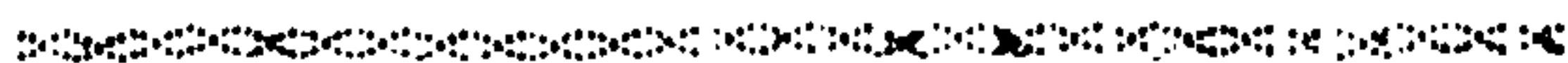
When a ball happens to be lost, that hole is lost to the party.

If a ball should be accidentally stopped, the player is allowed to take his stroke again.

Suppose four are to play the game, *A* and *B* against *C* and *D*, each party having a ball, they proceed thus:

A strikes off first—*C* next; but, perhaps, does not drive his ball above half the distance *A* did, on which account *D*, his partner, next strikes it, which is called *one more*, to get it as forward as that of their antagonists, or as much beyond it as possible: if this is done, then *B* strikes *A*'s ball, which

which is called playing *the like*, or equal, of their opponents. But if *C* and *D*, by their ball being in an awkward situation, should not be able, by playing *one more*, to get it as forward as *A*'s, they are to play, in turn, *two*, *three*, or as many more, until that is accomplished, before *B* strikes his partner's ball: which he calls *one to two*, or *one to three*, or as many strokes as they required to get to the same distance as *A* did by his once playing. The ball is struck alternately, if the parties are equal, or nearly so.



THE GAME OF FARO.

THIS game may be played by any number of persons; and each player, or *punter*, as he is termed, is furnished with a suit of cards, denominated a *livret*, and four other cards, which are called *figures*—viz. the first is a plain card, with a blue cross, and is called the little figure, and designates the ace, deuce, and three. The second is a yellow card, and answers for the four, five, and six. The third is a plain card, with a black lozenge in the centre; it is termed the great figure, and designates the seven, eight, nine, and ten. The fourth is a red card, and answers for the king, queen, and knave.

N. B. The game may be played without these figures, as every punter has a suit of cards; but they

are convenient for those who wish to PUNT, or stake upon several cards at a time.

The money placed on the cards by the punter is answered by a banker, who limits the sums to be played for according to the magnitude of his bank. At public tables, the banker, according to the number of punters, has two, three, or more assistants, called *croupiers*, whose business is to watch the games of the several punters.

The Mode of Dealing described, with other Particulars of the Game.

THE dealer, who is generally the banker, should be seated at such a part of the table where he can best observe the games of the several punters. He then takes an entire pack of cards, which he should invariably count, lest there should be one card more or less than fifty-two: in such case, the dealer loses his deal, and the bank must then pay every stake depending on the cards of the different punters.

The cards being counted, he must shuffle and mix them well, as no one but the dealer, or one of the bankers, is suffered to touch the cards, except to cut them, which is generally done by one of the punters.

After the cards are cut, the dealer shows the bottom card to the company, and leaves one of the same sort turned up on the table (which card is called *hockley*, and is for the bank), that every one may know what card is at the bottom, without asking the dealer. The punters having made their
game,

game, the dealer announces that he is about to begin his deal, by saying—Play.

He then proceeds to turn the cards up from the top of the pack, one by one, laying the first card on his right hand, the second on his left; and so on, till he has turned up every card in the pack, laying 26 on one side and 26 on the other side; he must also specify the cards he turns up, as thus—ace, queen, &c.—The first card, and which is placed on the right side, is for the bank: the second, which is placed on the left side, is for the punters, and so on alternately, until the whole pack is dealt out, stopping at the end of every second card, to observe if an event has taken place; in that case, to receive or pay, and to give the punters an opportunity of making their games.

If the punter wins upon his card, and does not chuse to receive his money from the bank, but wishes to proceed on with his game. he makes a *pay* or a *parolet*; the first is by doubling his card, and leaving his stake on it, which if he wins a second time, entitles him to receive double the amount of his stake: and if he loses upon the second event, he saves his stake, having only lost what he had won upon the first event.

If having won a second, he chuses to proceed, he doubles another card, and places the card he plays on at the head of his double pay, and so on, as often as an event in his favour takes place, still continuing to save his original stake. If he loses, with the right to change his card, after every event, or even without an event, it is never refused, by asking leave of the dealer.

The *parolet* is made by cocking one corner of
your

your card, and if you win the second time, entitles you to three times the amount of your stake; but by the same rule, if you lose, you not only lose what you had won upon the first event, but your stake likewise: it frequently happens, after making a parolet, and the events prove in favour of the punter, in order to save his stake upon the next event, he makes a pay parolet, which is by doubling his card as before, after he has made his first cock, and which if he wins entitles him to six times the amount of his stake; but if the stake is no object, he makes a second cock on his card, instead of doubling it, and which, if he wins, entitles him to receive seven times the amount of his stake, and is called a *sept leva*: if he wins a third time, and chuses to proceed, he either makes a pay to his sept leva, or puts a third cock on his card, which is called a *quinze leva*, and which, if he wins, entitles him to fifteen times the amount of his stake, and so on, as often as an event in favour of the punter takes place, and he continues his game without receiving from the bank the amount of his winnings, as they arise. Doubling every time the amount of what he was entitled to receive upon the last event, besides including his stake at his own option, either to make a pay upon his parolets, or add another cock to his card, which is called a *trente leva*; which entitles him to receive thirty-one times the amount of his stake. If after this, they continue fortunate, it very seldom happens they make a fifth cock, but this has been done by cutting the card in the side, and making a cock from that part of the card; but in general, those who play so bold as to venture to the fourth cock, and
are

are fortunate enough to win upon that event, double their card with the four cocks, which will entitle them, if they win, to receive sixty-two times the amount of their stake, with this reserve, in case they lose, they save their stake.

The dealer should be particularly attentive to the punters, that they, by mistake, do not double or cock a card when they are not entitled, as it is considerably against the bank.

The dealer should be extremely careful to hold the cards close and tight in his hand; as a person, with a keen eye, by placing himself on the right-hand of the dealer, may discover the cards going to be turned, and make his game accordingly.

The dealer should always be ready to answer how many cards remain to be dealt, when asked by any of the punters, that they may know how to proceed, as it is considerably against them to make a fresh game, a pay, or a parolet, when the cards are nearly out.

When only eight cards are remaining, it is 5 to 3 in favour of the bank.

When only six cards, it is — — 2 to 1

When only four cards — — 3 to 1
in favour of the bank.

N. B. When the left-hand card turned up is like that on the right, as two kings, or two queens, &c. it is called a *doublet*; and the punter loses half his stake. This is greatly in favour of the bank.

When this happens with a card on which a punter has made a paroli, he must take it down, but does not lose his stake. When there are more parolis than one, the punter is to take down but one corner of his card.

A TABLE of ODDS.

That the punter does not win his first stake, is	—	—	an equal bett.
That he does not win twice fol- lowing, is	—	—	3 to 1
Three following times, is	—	—	7 to 1
Four ditto, is	—	—	15 to 1
Five ditto, is	—	—	31 to 1
Six ditto, is	—	—	63 to 1



THE GAME OF HAZARD.

THIS game is played with a pair of dice, and by any number of persons. The first throw of the person taking the box is a chance for the company, denominated *a main*, which must be above *four*, and not exceeding *nine*. If the first throw is not any of the intermediate numbers—that is, five, six, seven, eight, or nine, he must throw again, until one of them is produced; he then throws for his own chance, which must be above *three*, and not exceeding *ten*; for if he throws *two aces*, or *douce-ace*, which are called *crabs*, the thrower, or the *caster*, as he is termed, loses his stakes, let the *main* be what it may.

The main and chance thrown, the caster must continue throwing until one or the other is produced.

N. B.

N. B. If the *main* should be seven, and the *caster* should *nick* it, that is, by throwing seven or eleven immediately after, he wins the stakes.

Observe, eleven is *crabs* to every other *main* but seven, and by throwing which the *caster* loses.

Should eight be the *main*, and the *caster* throw eight, or twelve, immediately after, it is a *nick*, and he wins the stakes: the same, if six is the *main*, and six or twelve the succeeding throw.

Observe, twelve is *crabs* to every other *main* but six or eight.

To five and nine there is no *nick*, but five or nine.

LAWS of the Game of HAZARD, as played at
BROOKES's, and every other Subscription Club.

ANY person *setting* the *caster*, that is, betting with him, must put the stakes within a circle described on the table for that purpose.

The *caster* loses, or wins (according to the event of the throw), every sum of money placed by the different players within the circle, unless he specifies whose money he is at, by touching it with the box, or mentioning the party's name.

If the *fetter*, before *main* or *chance* is thrown, calls the *caster* to *cover*, that is, to put down an equal sum to what he has staked, the *caster* must comply, or the betts are void. But when *main* and *chance* are thrown, although the *caster* may continue throwing, he neither wins nor loses his stakes, until he covers.

No setter can call to cover, if one of the dice is seen.

Any setter may bar a throw, provided neither of the dice is seen. The caster also may bar his throws.

If a main is thrown, and any player calls for new, or other dice, the caster must take them and throw another main; but if both main and chance are thrown, the dice cannot be changed.

When one die is thrown, the other may be barred, by either caster or setters; but the die first thrown must not be returned to the box until the other is thrown.

N. B. These are the laws generally observed at every table. There are, however, some other particulars, which are regulated according to the custom of the table.

A TABLE of ODDS, with OBSERVATIONS.

5 the main, &	4 the chance, is 4 to 3 against the caster.
5 ———, &	6 ———, is 5 to 4 for ditto.
5 ———, &	7 ———, is 3 to 2 ditto.
5 ———, &	8 ———, is 5 to 4 ditto.
5 ———, &	9 ———, is equal betting.
5 ———, &	10 ———, is 4 to 3 against the caster.
6 ———, &	4 ———, is 5 to 3 ditto.
6 ———, &	7 ———, is 6 to 5 for ditto.
6 ———, &	8 ———, is equal betting.
6 ———, &	9 ———, is 5 to 4 against the caster.
6 ———, &	10 ———, is 5 to 3 ditto.
7 ———, &	4 ———, is 2 to 1 ditto.
7 ———, &	8 ———, is 6 to 5 ditto.
7 ———, &	9 ———, is 3 to 2 ditto.
7 ———, &	10 ———, is 2 to 1 ditto.

8 the main, & 4 the chance, is 5 to 3 against the caster.

8 ———, & 9 ———, is 5 to 4 ditto.

8 ———, & 10 ———, is 5 to 3 ditto.

9 ———, & 4 ———, is 5 to 4 ditto.

9 ———, & 10 ———, is 5 to 4 ditto.

That the caster does not nick	5 is	—	—	8 to 1
—————	6 or 8 is	—	—	5 to 1
—————	7 is	—	—	7 to 2
—————	9 is	—	—	8 to 1

Any person perfectly master of these odds may play the game of hazard with almost a certainty of winning. Thus—suppose 7 to be the main, and 4 the chance, if you have 5*l.* on the main, you, by taking 6*l.* to 3*l.* must either win 1*l.* or 2*l.* let the main or chance come off.

Again—Suppose 9 the main, and 7 the chance, and you have 3*l.* on the main, you, by taking 5*l.* to 2*l.* may win 1*l.* but not lose any thing.

By understanding the odds clearly, you may, at all times, save losing your betts, by laying the odds against yourself.

THE GAME OF ROUGE ET NOIR.

THE title of this game implies red and black, and derives its name from the table on which it is played, being covered with a red and black cloth, as marked in the table.

ROUGE ET NOIR.

The TABLE.

Dealer.	Rouge	Noir	Croupier.
	Rouge	Noir	
	Rouge	Noir	
	Noir	Rouge	
	Noir	Rouge	
	Noir	Rouge	

Any number of persons may play. They are called *players*, and may stake their money on which colour they please. The stakes are to be placed in the upper or first line.

The Mode of Playing, Dealing, and other Particulars of the Game ; with Observations.

THE dealer being seated opposite the croupier, as marked in the table, he takes six packs of cards, shuffles them, and distributes them in various parcels to the different players round the table, to shuffle

shuffle and mix: he then finally shuffles them, and removes the end cards into various parts of the three hundred and twelve cards, until he meets with a pictured card, which he must place upright at the end. This done, he presents the pack to one of the punters, to cut, who places the pictured card where the dealer separates the pack, and that part of the pack beyond the pictured card, he places at the end nearest him, leaving the pictured card by which the punter had cut at the bottom of the pack.

These preliminaries being adjusted, the dealer takes a certain quantity of cards, about the number of a usual pack, and looking at the first card, to know its colour, puts it on the table with its face downwards; he then takes two cards, one red and the other black, and sets them back to back: these cards are turned, and placed conspicuously as often as the colour varies in each successive event, for the information of the company.

The punters having staked their money on either of the colours, the dealer says—*Votre jeu est-il fait?* Is your game made? or, *Votre jeu est-il pret?* Is your game ready? or, *Le jeu est pret, Messieurs.* The game is ready, gentlemen. He then deals the first card, with its face upwards, saying, *Noir*, and continues dealing, until the cards turned exceed thirty points in number, which he must mention as *trente et un*, or whatever it may be.

The ace reckoning but for one, no card after thirty can make up forty; the dealer, therefore, does not declare the tens after thirty-one, or upwards, but merely the units, as, two, three, &c. but always in the French language, as thus: if the

number of points on the cards dealt for *noir* are thirty-five, he says—*cing*, or five.

Another parcel is then dealt for *rouge*; and if the punters' stakes are on the colour that comes to thirty-one, or nearest to it, they win, which the dealer announces, as, *rouge gagne*, red wins, or *noir gagne*, black wins.

The same number of points being dealt for each colour, the dealer says, *apres*, after. This is a doublet, or *un refait*, by which neither party wins, unless both colours are thirty-one, which the dealer announces, by saying, *un refait trente et un*, and he wins half of the stakes punted on both colours. He, however, seldom takes the money, but removes it into the middle line, on which colour the punters please: this is called, the first prison, or *la premiere prison*; and if they win the next event, they draw their whole stake. In case of a second doublet, the money is removed into the third line, which is called the second prison, or *la seconde prison*. When this happens, the dealer wins three quarters of the money punted; and if the punters win the next event, their stakes are removed to the first prison.

N. B. *The cards are sometimes cut, for which colour shall be dealt first: but in general the first parcel is for black, and the second red.*

Observe, also, that after the first card is turned up, no stakes can be made for that event.

The punter is at liberty to pay the proportion of his stake lost, or go to prison.

The banker at this game cannot refuse any stake, and the punter having won his first stake, may, as
at

THE GAME OF CASSINO.

THIS game is played with an entire pack of cards, generally by four persons, sometimes by three, and often by two.

Explanatory Table of the Terms used in playing.

Great Cassino, is the ten of diamonds, and reckons for two points.

Little Cassino, is the two of spades, and reckons for one point.

The Cards, is having a greater share of the pack than your adversary, and reckons for three points.

The Spades, is having the majority of that suit, and reckons for one point.

The Aces. Each of these reckons for one point.

Lurched, is when your adversary has won the game, before you have gained six points.

LAWS of the GAME.

ALL the cards being dealt, those remaining on the table, unmatched, belong to the player who last took up.

N. B. *This does not entitle him to score a point, as at other periods of the game.*

Each party possessing an equal share of the cards (that is, twenty-six each), neither player can score
any

any points for them. Each player having reckoned his game, that is, the points that may arise from either of the cassinos, the cards, the spades, or the aces, the lesser number must be subtracted from the greater; as thus: suppose you have great cassino and two aces, which make four points, and your adversary has little cassino, the cards, the spades, and two aces, which are seven points, he can only mark three, as your four must be deducted.

You can never examine the cards taken up, unless you suspect a mistake, when you must challenge it immediately (that is, before you play your card), otherwise you cannot claim it.

In case you are *lurched*, you lose a double stake, provided you do not agree to the contrary before you commence the game.

The Mode of Dealing, with Maxims for Playing, &c.

ON beginning the game, each party cuts for the deal, which is determined as at whist (vide page 1). The deal is made, by giving each person one card, and turning up one on the board, and thus, alternately, until each player has four cards, and four on the board.

N. B. *It is only on the first deal that any cards are to be turned up on the board.*

The cards being dealt thus, examine your cards in hand and those on the board, to see if you can pair them, or make up a number of pips from the cards on the table, equal to the card you lay down; if

if so, you take them up, and place them before you with their faces downwards.

Endeavour to take up spades in preference to any other suit.

When by playing a card, you can match *all* on the board, that is, suppose they were eight or ten cards, which would make three or four distinct tens, and you play a ten, you take them all up, and thus clearing the board, you are entitled to add one point to your score.

When you can neither pair, or take up any cards, play such a card as will not assist to make up an eight, nine, or ten, &c. In this case, the best is to play a pictured card, or a small one, but not an ace.

When you hold a pair, and a similar card is on the table. you should, if the fourth is out (it is not judicious otherwise), lay down one of them, wait your turn to play the other, and take up the three together.

N. B. Your antagonist may take them, if he can. Observe also, you are not obliged to take them, if a more advantageous card offers.

Always take up the card laid down by your opponent in preference to any other on the table.

If you have a pair, play one of them.

While great or little cassino is in, forbear playing a ten, or a two.

Always take up as many cards as possible with one card, and endeavour to win the last cards.

Though you can play your cards to advantage, avoid doing it, when it may give your opponent an opportunity of clearing the board.

Endeavour

Endeavour to remember the cards played, and those that are in, which will advantage you greatly in playing.

When you take up a pair, it is always best to separate them, by placing them in different parts of the cards before you, as it prevents their coming in pairs the next deal.

When FOUR PERSONS play, each has a partner the same as at whist, and the game is marked in a similar manner, allowing the subtraction as already mentioned.

When THREE PERSONS play, each party scores separately, and the two lowest add their points together, and subtract them from the highest.

When TWO PERSONS play, each party marks for himself, allowing the subtraction before mentioned.

ELEVEN POINTS CONSTITUTE THE GAME.

THE GAME OF ALL FOUR

IS played by two persons only, with an entire pack of cards. This game derives its name from the four chances of which it consists, viz. *High, Low, Jack, and Game.*

Explanatory Table of the Terms used in Playing.

High, is the ace of trumps, or the next best trump out, and reckons for one point.

Low,

Low, is the deuce of trumps, or the next lowest trump out, and reckons for one point.

Jack, is the knave of trumps, and reckons for one point.

Game, is the majority of pips, collected from the tricks, and reckons for one point.

N. B. *The cards from which this is obtained are, ace, king, queen, knave, and ten. The ace reckons for four pips, the king for three, the queen for two, the knave for one, and the ten for ten.*

Beg, is when the non-dealer, not liking his cards, says, '*I beg*,' the dealer must give him three more cards from the pack, and three to himself; or suffer him to add one point to his game.

LAWS of the GAME.

IF in dealing, the dealer discovers any of his opponent's cards, he (the opponent) may demand a fresh deal.

The dealer giving his adversary more cards than are required, there must be a new deal; or, if both parties agree, the extra cards may be drawn by the dealer from his adversary's hand. The same if the dealer gives himself too many cards. But, in either case, if part of the cards have been played, a new deal must take place. You cannot *beg* more than once in a hand, unless both parties agree.

In playing, you must either follow suit or trump, on penalty of your adversary's adding one point to his score.

The

The Mode of Dealing and Playing, &c.

TEN points constitute the game, and the best mode of making them is the same as at whist. In beginning the game, each person cuts for the deal, and the person cutting the lowest card is the dealer. The deal is made by giving one card alternately, until each player has six, and turning up the next, or thirteenth card, which is trump. If the card turned up is a knave, the dealer scores one point to his game.

N. B. *Knave of trumps in hand does not reckon, unless you make a trick with it. For if your adversary takes it with the ace, king, or queen, he scores it.*

Endeavour to make your knave as soon as you can.

Always win your adversary's best cards when you can, either by trumping them, or with superior cards of the same suit. In every other respect, the game is played the same as whist.

THE GAME OF CONNEXIONS

MAY be played by either three or four persons; if the former number, ten cards are to be given to each; but if the latter, only eight, which are dealt and bear the same value as at whist, except that diamonds are always trumps. The connexions are formed as follows:

1st.

1st. By the two black aces.

2d. The ace of spades, and king of hearts.

3d. The ace of clubs, and king of hearts.

For the first connexion 2s. are drawn from the pool; for the second 1s. for the third 6d. and the winner of the majority of the tricks 6d. This is supposing gold to be staked in the pool, but if silver, pence are drawn.

A trump played in any round where there is a connexion wins the trick, otherwise it is gained by the player of the first card of connexion; and, whenever there is a connexion, any following player may trump, without incurring a revoke; and also, whatever suit may be led, the person holding a card of connexion, is at liberty to play the same; but the others must follow suit, unless one of them can answer the connexion, which is to be done in preference.

No money can be drawn till the hands are finished; then the possessors of the connexions are to take first, according to precedence, and those having the majority of the tricks take last.



THE GAME OF PUT



IS played with an entire pack of cards, generally by two persons, and sometimes by four. The cards at this game are ranked differently in value to what they are in any other, as thus:—A three is the

the highest, then a two, then an ace, then king, queen, &c.

LAWs of the GAME.

IF the dealer discovers any of his adversary's cards in dealing, he (the adversary) may demand a new deal.

The dealer discovering his own cards in dealing, must abide by the deal.

A faced card being discovered during the deal, the cards must be re-shuffled, and dealt again.

The dealer giving his adversary more cards than are necessary, the adversary may claim a fresh deal, or suffer the dealer to draw the extra cards from his hand.

The dealer giving himself more cards than are his due, the adversary may add a point to his game, and call a fresh deal if he pleases, or draw the extra cards from the dealer's hand.

Any by-stander interfering, or speaking, in the game, shall pay the stakes lost.

Either party saying *I put*, that is, I play, cannot retract, and must abide the event of the game, or pay the stake.

TWO-HANDED PUT.

FIVE points constitute the game, and the best mode of marking them is with counters, or money, as at whist. Some persons, however, draw

five lines, or strokes, with a pencil, or chalk, and rub off one for every point, and he that first defaces them all wins the game.

On beginning the game the parties must cut for deal, which is determined as at whist. The deal is made by giving one card alternately, till each person has three. The non-dealer looks at his cards, and if he thinks them bad he is at liberty to put them upon the pack, and his adversary scores a point to his game. This, however, should never be done; always play the first card, and whether your adversary wins it, passes it, or plays one of equal value to it (which is called a *tie*), you are at liberty to *put*, or not, just as you please, and your adversary only wins a point.

If your adversary says *I put*, you may play or not. If you do not, your adversary adds a point to his game; and if you do, whoever wins three tricks, or two out of the three, wins five points, which is the game. It sometimes happens that each party wins a trick, and the third is a tie; then neither party scores any thing.

FOUR-HANDED PUT

IS played exactly the same as two-handed, only each person has a partner; and when three cards are dealt to each, one of the players gives his partner

ner

ner his best card, and throws the other two away; the dealer does the same to his partner, or *vice versa*; and the two persons who have received their partner's cards play the game, previously discarding their worst card, for the one they have received from their partners. The game then proceeds as at two-handed put.

AN
EPITOME
OF THE
STATUTE LAWS
ON
GAMING,

*With the different Cases of contested Belts, Bonds,
and other Securities, which have been legally
argued and determined.*

Gaming Houses prohibited.

BY the statute of the 33 H. 8. c. 9. no person shall, for his gain, lucre, or living, keep any common house, alley, or place of bowling, coyt-ing, cloysh, cayls, half bowl, tennis, dicing table, or carding, or any unlawful game, on pain of 40s. a day. *f. 11.*

But it was resolved upon this clause, in the third year of J. 1. that if the guests in an inn or tavern call for a pair of dice or tables, and for their recreation play with them, or if any neighbours
play

play at bowls for their recreation, or the like, these are not within the statute; for although the games be used in an inn, tavern, or other house, yet if the house be not kept for gaming, lucre, or gain, but they play only for recreation, and for no gain to the owner of the house, this is not within the statute, nor is such person that plays in such house that is not kept for lucre or gain, within the penalty of that law. *Dalt. c. 46.*

Haunting Gaming Houses.

AND moreover, by the same statute, it is further enacted, that every person using and haunting any of the said houses and plays, and there playing, shall forfeit 6s. 8d.

Artificers and Servants not allowed to game.

BY the statute of the 33 H. 8. c. 9. s. 16. no manner of artificer, handicraftsman, husbandman, apprentice, labourer, servant at husbandry, journeyman, or servant of artificer, mariners, fishermen, watermen, or any serving man, shall play at the tables, tennis, dice, cards, bowls, clashi, coytting, logating, or any other unlawful game, out of *Christmas*, on pain of 20s. and in *Christmas* to play at the said games only in their masters' houses, or in their masters' presence; and also no person shall at any time play at bowls in open places out of his garden or orchard, on pain of 6s. 8d.

But any master may license his servant to play at cards, dice, or tables with himself, or with any other gentleman openly in his house, or in his presence. *ſ. 22.*

And any nobleman, or other person having 100*l.* a year, may command or license his servants, or family of his house, to play within the precinct of his house, garden, or orchard, at cards, dice, tables, bowls, or tennis, as well among themselves, as others repairing to the same house. *ſ. 23.*

Playing unlawful Games.

WHERE it shall be *proved on the oath of two witnesses* before any justice of the peace, as well as where he shall find upon his own view, that any person hath used any unlawful game contrary to the said statute; the said justice shall have power to commit him to prison without bail, unless and until he shall enter into recognizance, with sureties, or without, at the discretion of the justice, that he shall not from thenceforth play at or use such unlawful game. 2 G. 2. c. 28. *ſ. 9.*

No Privilege of Parliament.

NO privilege of parliament shall be allowed to any person against whom a prosecution shall be commenced, for keeping any common gaming house, or place for playing at any prohibited game. 18 G. 2. c. 34. *ſ. 7.*

Gaming in Public Houses prohibited.

BY the 30 G. 2. c. 24. If any person licensed to sell any sorts of liquors, or who shall sell or suffer the same to be sold in his house, out-house, ground, or apartment thereto belonging, *shall knowingly suffer* any gaming with cards, dice, draughts, shuffle-boards, mississippi, or billiard-tables, skittles, nine-pins, or with any other implement of gaming, ~~in~~ his house, out-house, ground, or apartment thereto belonging, by any journeymen, labourers, servants, or apprentices; and shall be convicted thereof on confession, or oath of one witness, before one justice, within six days after the offence committed, he shall forfeit for the first offence 40s. and for every other offence 10*l.* by distress by warrant of such justice; three fourths of which shall be to the churchwardens, for the use of the poor, and one fourth to the informer.

§. 14.

And if any journeyman, labourer, apprentice, or servant, *shall game* in any house, out-house, ground, or apartment thereto belonging, wherein any liquors shall be sold, and complaint thereof shall be made on oath before one justice where the offence shall be committed; he shall issue his warrant to the constable or other peace officer of the place wherein the offence is charged to have been committed, or where the offender shall reside, to apprehend and carry the offender before some justice of the place where the offence shall be committed, or where the offender shall reside; and if such person shall be convicted thereof by the oath of one witness or confession, he shall forfeit not exceeding

exceeding 20s. nor less than 5s. as the justice shall order. every time he shall so offend and be convicted as aforesaid, one fourth to the informer, and three fourths to the overseers for the use of the poor; and if he shall not forthwith pay down the same, such justice shall commit him to the House of correction or some other prison of the place where he shall be apprehended, to be kept to hard labour for any time not exceeding one month, or until he shall pay the forfeiture. /s. 15.

Persons refusing to give Evidence liable to Punishment.

IF it shall appear upon oath to the satisfaction of the justice, that any person within his jurisdiction can give material evidence on behalf of the prosecutor or of the person accused, and who will not voluntarily appear, he shall issue his summons to convene him to give his evidence; and if he shall neglect or refuse to appear on such summons, and no just excuse shall be offered, then (on proof upon oath of the summons having been duly served upon him) he shall issue his warrant to bring such witness before him; and on his appearance, if he shall refuse to be examined on oath, without offering just cause for such refusal, the justice shall commit him to a public prison for any time not exceeding three months. /s. 16.

And in all proceedings on this act, any person shall be admitted to be a witness, notwithstanding his being an inhabitant of the place wherein the offence shall have been committed. /s. 18.

Lofting

*Losing or winning £ 10 or upwards, at a Time, or
£ 20 in 24 Hours.*

BY the 9 *An. c. 14* any person who shall at any time or sitting, by playing at cards, dice, tables, or other game whatsoever, or by betting on the sides of such as do play, lose to any one or more persons so playing or betting, in the whole the sum or value of 10*l.* and shall pay or deliver the same, or any part thereof, the person so losing and paying, or delivering the same, shall be at liberty in three months to sue for and recover the same with costs in any court of record; and if he shall not sue in three months, it shall be lawful for any person to sue for and recover the same and treble value, with costs; half to such person who shall sue, and half to the poor. *§. 2.*

And every person who shall be so liable to be sued for the same, shall be obliged and compellable to answer on oath such bill as shall be preferred against him, for discovering the sum of money or other thing so won. 9 *An. c. 14. §. 3.* 18 *G. 2. c. 34. §. 3.*

CASE.

At any time or sitting.] M. 19 G. 3. Bones and Booth. On a motion for a new trial, *Perryn* Baron reported from the last *Bristol* assizes, that the action was brought to recover back 14 guineas won by gaming, upon the statute of 9 *An.* The play was at a coffee-house in *Bristol*. They played at all-four, for two guineas a game, from Monday evening

ing to Tuesday evening, without any interruption, except for an hour or two at dinner, but the plaintiff and defendant never parted company. It was insisted at the trial, that this was not won at any *one sitting*, so as to fall within the statute, because the dinner had intervened. But the judge thought otherwise: however, the jury found a verdict for the defendant, much to the dissatisfaction of the judge. On showing cause, it was insisted, that a new trial in an action for a penalty was unprecedented; and that as both parties were gamblers, neither was entitled to any favour or indulgence from the court. *Gould J.* (in the absence of *De Grey Cn. J.*) was clearly for granting a new trial, the verdict being manifestly contrary to evidence. The statute (with respect to the party losing) is *remedial*, not *penal*. He is to recover back his money, and to that end the 3d section of the statute allows a bill in equity for a discovery; which plainly shows that it was not considered as a penal statute. Had this been a proceeding on that branch of the statute, which inflicts pillory, or other corporal punishment, it had been otherwise. *Blackstone J.* of the same opinion. The statute makes the winning of 10*l.* at one *time* or *sitting*, a new trial; and therefore gives the loser an action to recover back what still properly continues to be his own money. To lose 10*l.* at one *time*, is to lose it by a single stake or bet; to lose at one *sitting* is to lose it in a course of play where the company never parts, though the person may not be actually gaming the whole time. *Nares J.* of the same opinion. The statute is *remedial* where the action is brought by the party injured, but *penal* where brought

brought by a common informer. And the rule was made absolute for a new trial. *Black. Rep.* 1226.

CASES with Observations.

[*Or other game whatsoever.*] *M.* 15 *G.* 2. *Goodburie* and *Marley*. It was determined, that *horse-races* are within these general words. *Str.* 1159. So also in the case of *Blaxton* and *Pye*, *E.* 6 *G.* 3. 2 *Wilson*, 309.

And in the case of *Lynall* and *Longbotham*, *M.* 30 *G.* 2. it was admitted on all hands that a *foot-race* also is within the statute, and that a footman running against time is a foot-race; but in this case, for a flaw in the declaration in not laying the fact close enough to the words of the statute, the defendant had judgment. 2 *Wil. f.* 36.

In the case of *Clayton* and *Jennings*, *E.* 10 *G.* 3. on an action for 5 guineas won by betting at a horse-race, it appeared that the bett was 10 guineas by the plaintiff, to 5 by the defendant. The plaintiff won, and obtained a verdict. It was moved in arrest of judgment, that there was no mutuality in the wager; for as by reason of the statute the defendant could not have recovered the 10 guineas, therefore the plaintiff shall not now recover the five. And of that opinion was the court. And *Aston J.* mentioned the case of *Connor* and *Quick* in the king's bench about ten years before, when the court took a distinction between running a horse for 50*l.* which was lawful; and betting on the side of the horse, which was not so. And in the present case,

case, by the opinion of the whole court, judgment was arrested. *Black. Rep.* 706.

By the same statute of the 9 *An.* c. 14. If any person shall, at any one time or sitting, win of any one or more person or persons, above the sum or value of 10*l.* he shall, upon conviction on indictment or information, forfeit five times the value of the sum of money or other things so won, to be recovered by such person as shall sue for the same. *s.* 5.

And by 18 *G.* 2. c. 34. If any person shall win or lose at play, or by betting, at any one time, the sum or value of 10*l.* or within the space of 24 hours the sum or value of 20*l.*; he shall be liable to be indicted for such offence, in six months, either in the king's bench or at the assizes; and being convicted, shall be fined five times the value of the sum won or lost, which (after such charges as the court shall judge reasonable, allowed thereout to the prosecutor and evidence) shall go to the poor. *s.* 8.

And if any offender shall discover another offender, so that he be convicted, the discoverer shall be discharged from all penalties by reason of such offence, if not before convicted thereof, and shall be admitted as an evidence to prove the same. *s.* 9.

But nothing in this act shall repeal the aforesaid act of 9 *An.* id. *s.* 10.

*Lossing above 100*l.* at a Time.*

IF any person shall play at cards, dice, tables, tennis, bowls, skittles, shovelboard, or any other
pastime

pastime or game whatsoever (other than for ready money), or bet on the sides of such as shall play, and shall lose any sum or other thing, exceeding 100*l.* at any one time or meeting, upon ticket, or credit, or otherwise, and shall not pay down the same at the time when he shall lose the same, in such case he shall not be bound to make it good; but the contract for the same, and for every part thereof, and all assurances and securities for the same shall be void; and the winner shall forfeit treble value of all such sums as he shall so win above 100*l.* half to the king, and half to him that shall sue in one year in any of the courts of record at *Westminster*, with treble costs. 16 C. 2. c. 7. s. 3.

CASE.

IN the case of *Humphries and Rigby, M.* 1698, a bill was brought, to be relieved against a bond for money won at all-four. The plaintiff was a distiller, and the defendant a tapster at a bowling-green; and it appearing that the defendant laid the cards, and turned up the knave of clubs, which was Jack, several times together; and being an unreasonable sum for such persons to venture; the plaintiff was relieved, and the bond ordered to be delivered up, although this case was not within the statute, the bond being for less than 100*l.* For equity always relieved before the statute, where any fraud appeared. 2 *Abr. Eq. Cas.* 184.

Securities to be void.

AND all notes, bills, bonds, judgments, mortgages, or other securities, where the whole or any part of the consideration shall be for money or any other valuable thing won by playing at cards, dice, tables, tennis, bowls, or other game whatsoever; or by betting on the sides of such as do game; or for the reimbursing or repaying any money knowingly lent or advanced, at the time and place of such play, to any person so gaming or betting, or that shall (during such play) so play or bet,—shall be void: And where such securities shall be of lands, or such as encumber or affect the same; they shall enure and be to the sole use and benefit of, and devolve upon such person as might have such lands, in case the said grantor, or person so encumbering the same had been dead: And all conveyances to hinder them from devolving on such person shall be void. 9 *An. c.* 14. *f.* 1.

 CASES.

T. 14 *G.* 2. *Boxyer v. Bampton.* Upon a case stated at *nisi prius* in an action by the plaintiff as indorsee of several promissory notes, it appeared that the notes were given by the defendant to one *Church* for money by him knowingly advanced to the defendant to game with at dice, and that *Church* indorsed them to the plaintiff for a full and valuable consideration, and that the plaintiff was not privy to, or had any notice, that any part of the money
for

for which the notes were given had been lent for the purpose of gaming. Upon this a question arose on the above stat. of 9 *An. c. 14.* whether the plaintiff could maintain this action, and the court were of opinion he could not; for it is making it of some use to the lender if he can pay his own debts with it, and will be a means to evade the act. And though it will be some inconvenience to an innocent man, yet that will not be a balance to those on the other side. And the plaintiff is not without a remedy, for he may sue *Church* on his indorsement. *Str. 1155.*

H. 19 G. 2. Barjeau and Walmfley. The plaintiff and defendant gamed together at tossing up for five guineas at a time. And the plaintiff having won all the defendant's ready money, lent him ten guineas at a time, and won it, till the defendant had borrowed 120 guineas. In an action for money lent, it was insisted for the defendant, that by the 9 *An. c. 14.* the plaintiff could maintain no action; for by that act, all *securities* for money lent to game shall be void; and the borrowing on an agreement to pay is a *security*. But *Lee, Ch. J.* held that this was not a case within the act, for there is not the word *contract*, as in the statute of usury; and the word *securities*, as it stands in this act, must mean lasting liens upon the estate. The parliament might think there would be no great harm in a parole contract, where the credit was not like to run very high; and therefore confined the act to written securities. Wherefore the plaintiff obtained a verdict for 126*l.* *Str. 1249.*

In the case of *Rawdon and Shadwell, Apr. 23, 1755.* A bill was brought by the plaintiff for an injunction,

injunction, and that the defendant might deliver up the plaintiff's bond for 1150*l.* for money lost at play, and might refund a sum of 150*l.* paid by the plaintiff in part of the said bond. It appeared, that the plaintiff was a lieutenant, and the defendant a captain in Cottrell's regiment; and about 14 years ago, being quartered at Leeds in Yorkshire, the defendant won of the plaintiff, in one evening, the sum of 1150*l.* The plaintiff was under age; and being so, gave a bond for the money to the defendant; and afterwards, when of age, paid 150*l.* in part. It was insisted for the plaintiff, that the securities by the statute of the 10 C. 2. were totally void, and ought to be delivered up: that the property of an infant in money lost at play is not altered, and therefore trover would lie; and the statute of the 9 An. was mentioned, and a case in 2 Mod. 311. For the defendant it was urged, that the plaintiff on the same evening won of another in the same company, to wit. the surgeon of the regiment, a larger sum than the 1150*l.* which has been paid by him. That fair gaming is not *malum in se*. It is only prohibited *sub modo*. That the case cited was of money lost with false dice, which the court takes cognizance of as a cheat. That the statute of An. gives the court jurisdiction only as to a discovery. That as to the 15*l.* it was paid after he came of age; and if the court should order the defendant to refund at the distance of 14 years, it would occasion an infinite number of applications. That the statute of 16 C. 2. gives no remedy to recover money already paid. That there has been too long an acquiescence. That money paid even in cases of bribery and corruption, cannot

not be recovered at law. That the statute of *An.* has directed an action within three months, for money lost and paid at play.—The Lord Chancellor said, the decree he should make was not founded on any imputation on the character of the defendant, who had put in a very candid answer. But this is a breach of the law, from a false principle of honour. And he was of opinion, that the plaintiff was entitled to the whole relief prayed; that a party may come into this court to have a void security delivered up; that refunding the money is of course, as the statute has made the security void to all intents and purposes.

7. 11 G. 3. Earl of March and Pigot. The cause was on a contract made at *Newmarket*. A wager was originally proposed between young Mr. *Pigot*, the defendant, and young Mr. *Codrington*, to run their fathers (to use the phrase of that place) each against the other. Sir *William Codrington*, the father of Mr. *Codrington*, was then turned a little of fifty; Mr. *Pigot's* father was upwards of seventy. Lord *Ossory* computed the chances, in the proportion of 500 to 1600 guineas, according to the ages of their respective fathers. Mr. *Codrington* thought the computation was too much in his disfavour. Whereupon Lord *March* agreed to stand in Mr. *Codrington's* place. And reciprocal notes were accordingly given between the Earl and Mr. *Pigot*. It happened, that at the time of this transaction, Mr. *Pigot's* father was dead, unknown and unsuspected by any of the parties. He died in *Shropshire*, 150 miles from *London*, at two of the clock in the morning of the same day on which this bet was made at *Newmarket* after dinner. On the trial,

trial, the jury gave a verdict for the plaintiff, with 525*l.* damages. It was moved for a new trial. The objection was, that the contract was void, as being without any consideration. For there was no possibility of the defendant's winning (his father being then actually dead), and therefore he ought not to lose: it was a contract *in futuro*, manifestly made upon a supposition of a then future contingency.—By L. Mansfield Ch. J.: The question is, What the parties really meant? The material contingency was, Which of these two young heirs should first come to his father's estate? It was not known that the father of either of them was then dead. Their lives, their healths, were neither warranted nor excepted. It was equal to both of them, whether one of their fathers should be then sick or dead. All the circumstances show, that if it had been then thought of, it would not have made any difference in the bet; and there was no reason to presume that they would have excepted it. The intention was, that he who first came to his estate should pay this sum of money to the other who stood in need of it. And the court unanimously discharged the rule for a new trial. *Burr. Mansf.* 2802.

Persons suspected of supporting themselves by Gaming.

AND any two justices may cause to come, or to be brought before them, every person whom they shall have just cause to suspect to have no visible estate, profession or calling, to maintain themselves
by,

by, but do for the most part support themselves by gaming; and if such person shall not make it appear to the said justices, that the principal part of his expenses is not maintained by gaming, they shall require of him sufficient sureties for his good behaviour for twelve months, and in default of his finding such securities, shall commit him to the common gaol, until he shall find such securities as aforesaid. 9 *An. c.* 14. *f.* 6.

And if he shall, during the time for which he shall be bound, at any one time or sitting, play or bet for any sums or other thing, exceeding in the whole the value of 20s.; such playing shall be deemed a forfeiture of the recognizance. *f.* 7.

Cheating.

IF any person shall by any fraud, unlawful device, or other ill practice in playing at cards, dice, tables, tennis, bowls, skittles, shovelboard; or by cock-fightings, horse-races, dog-matches, foot-races, or other pastimes or games; or by bearing a share in the stakes; or by betting on the sides of such as shall play, act, ride, or run as aforesaid,—win any sum or other valuable thing; he shall forfeit treble the value, half to the king, and half to the party grieved (if he shall sue in six months), otherwise to any person who shall sue in one year next after the said six months, in any of the courts of record at *Westminster*, with treble costs. 16 *C.* 2. *c.* 7. *f.* 2.

And by the 9 *An. c.* 14. If any person shall by
any

any fraud or shift, cozenage, circumvention, deceit, or unlawful device, or ill practice whatsoever, in playing at cards, dice, tables, tennis, bowls, or any the games aforesaid, or bearing a share in the stakes, or betting on the sides of such as do play, win any sum of money or other valuable thing, and shall be convicted thereof upon indictment or information; he shall forfeit five times the value of such money or other thing so won, and shall be deemed infamous, and suffer such corporal punishment as in cases of wilful perjury; and such penalty to be recovered by such person as shall sue for the same, by such action as aforesaid. *§. 5.*

CASE.

T. 9 G. 2. K. and Luckup. The defendant was convicted on an information upon this act, which says, that he shall forfeit five times the value, to be recovered by a common informer, upon conviction. And it was moved, that a fine should be set upon the defendant, if he refused to speak with the prosecutor. But by the court, All the judgment that we can give is, *that he is convicted*; and a new action must be brought upon that judgment for the forfeiture, which was thought sufficient to deter the offenders. In the case of recusancy, there is no other judgment. And the defendant was discharged, without any fine or costs. *Str. 1048.*

Quarrelling.

Quarrelling.

AND for the preventing such quarrels as may happen on the account of gaming, if any person shall assault and beat, or challenge to fight, any other person whatsoever, on account of any money won by gaming, playing, or betting, at any the games aforesaid, he shall, on conviction thereof by indictment or information, forfeit to the king all his goods and chattels and personal estate whatsoever, and shall also suffer imprisonment without bail or mainprize, in the common gaol of the county where the conviction shall be had, during the term of two years. 9 *An. c.* 14. *f.* 8.

Lottery a Nuisance. Faro, Hazard, &c. so considered.

BY the 10 and 11 *W. c.* 17. all lotteries are declared to be public nuisances. The game of ace of hearts, faro, basset, and hazard, shall be deemed games, or lotteries by cards or dice; and every person who shall set up, or keep these games, shall be liable to all the above-mentioned penalties, for setting up or keeping any the games or lotteries in this act mentioned. 12 *G. 2. c.* 28. *f.* 2.

And every person who shall play, set at stake, or put at any of the said games, shall forfeit 50*l.* in the like manner. *f.* 3.

Also the game of passage, and every other game with one or more die or dice, or with any other instrument, engine, or device in the nature of dice, having one or more figures or numbers thereon
(back-

(back-gammon, and the other games played with the back-gammon tables, only excepted), shall be deemed games or lotteries by dice, within the said act of 12 G. 2. c. 28.—13 G. 2. c. 19. §. 9.

Also by the 18 G. 2. c. 34. No person shall keep any house, room, or place for playing, or suffer any person within such place to play at roly-poly, or any other game, with cards or dice already prohibited by the laws of this realm: and if any person shall keep such house, or suffer any person to play at roly-poly, or other game, with cards or dice prohibited by law, he shall be liable to the penalties and prosecution, as by the said act of the 12 G. 2. c. 28.—18 G. 2. c. 34. §. 1.

And if any person shall play at roly-poly, or any game with cards or dice prohibited by law, he shall be liable to the penalties and prosecution as by the said act of the 12 G. 2.—18 G. 2. c. 34. §. 2.

* * * The game of Rouge et Noir comes under the denomination of lottery.—EDITOR.

THE END.



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